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IAN LIVINGSTONE'S

d20
system

FOREST OF DOOM



Converted By Jamie Wallis

MYRIADOR

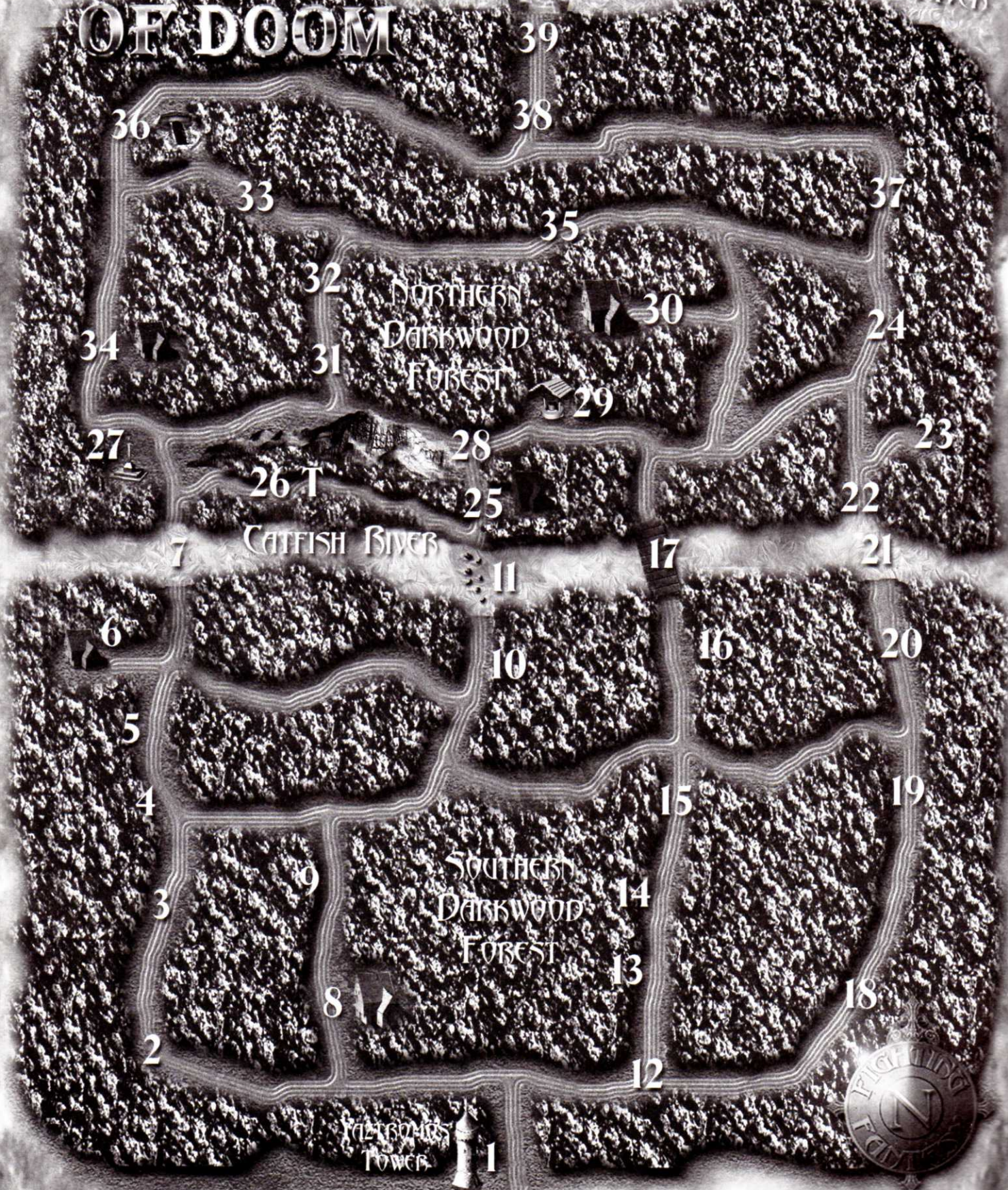
A d20 Fighting Fantasy™ adventure for a single
3rd level character or a small party of 1st level characters



FOREST OF DOOM

TO THE CITY OF STONEBRIDGE

THE RED RIVER



FOREST OF DOOM

Based on the Fighting Fantasy™ book by
Ian Livingstone

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INTRODUCTION

Forest of Doom was the third book of the Fighting Fantasy™ series and was originally published in 1983. This revolutionary new idea, part book part game, gave the reader a unique experience - a fantasy adventure where you are the hero.

The Fighting Fantasy™ series has 59 titles to date (63 including Steve Jackson's SORCERY! Series) and has sold over 15 million copies worldwide and has been translated into over 20 languages. The Warlock of Firetop Mountain alone sold over 2 million copies. Now the Fighting Fantasy™ books are being re-released allowing a new generation of players to explore the Citadel of Chaos, confront the Warlock of Firetop Mountain or get lost in the Forest of Doom.

This book is a conversion of Forest of Doom into a d20 role-playing game scenario. The original book was a solo experience; this scenario has been written to allow players to challenge the Dungeon on their own or as part of a group of adventurers. The inclusion of the new Luck rules give the single player a good chance of success without making groups of players too powerful.

The Fighting Fantasy™ books could be picked up and played with a minimum of preparation, this scenario has been written to reflect this including pre-generated characters, full colour maps and other play aids to get you started quickly. For more information about Roleplay games, Fighting Fantasy™ and Forest of Doom visit the Myriador website: www.myriador.com

Adventure Summary

The Dwarven town of Stonebridge is in turmoil. Titan Hilltrolls plan to wage war on the peaceful community, but it couldn't be at a worse time. King Gillibran's fabled Warhammer has been stolen. Without their symbol of strength the demoralised Dwarves of Stonebridge don't stand a chance against the army of evil swelling on the Pagan Plains.

Can you recover the Hammer and save the Dwarves?

Preparation

In addition to the books required (as stated on the cover of this product), which are referred to as the DMG, PHB and MM, a set of polyhedral dice (d4, d6, d8, d10, d12 and d20) are also needed to play. Pull out Character sheets of the four pre-generated characters can be found in Appendix 4 - Characters.

Full colour maps (Battle Maps), full two-page character sheets of the pre-generated characters, monster and character token sheets and all of the adventure's new illustrations can be downloaded free from www.myriador.com

Quick Play

One of the great attractions of the Fighting Fantasy™ series of books is that it is very easy to pick up a book and start playing, everything you need is provided in

the books, you just need to grab a pencil to get straight into the action. We have tried to write this scenario in the same way, providing you with everything we can so that you can get on and play the game without having to spend ages preparing. Simply hand out the pre-generated characters, get your dice ready and start playing.

Detailed dungeon floor plan maps, pre-generated character sheets with rules summaries and character and monster tokens are available free to owners of this book and can be downloaded from www.myriador.com

Notes are included in the back of this book to help you integrate this scenario into an ongoing campaign, or visit our website: www.myriador.com where more information can be found about Titan, the Fighting Fantasy™ world.

Campaign Integration

Although this scenario is designed to be played as a stand-alone adventure using 3rd level character or a mini-party of 1st level characters which are provided in the Appendix; there is no reason why it couldn't be used as a part of an on-going campaign. Guidelines and advice are included in the appendices to help you integrate this scenario into an on-going campaign and suggestions are included about adjusting difficulty levels (see Appendix 3 - Campaign Play).

How to use this Book

The first pages of this scenario contain background information for the DM. Later pages contain the rules for the new (optional) Luck Ability, these rules should be studied by the DM and the players. Towards the rear of the book you will find summaries of new monsters, spells and magic items as well as advice about integrating this adventure into your campaigns.

The bulk of the book contains the scenario information divided by location. Each location entry in the scenario is shown on the main map provided, a full colour 1" = 5 feet map of each location can be obtained free from: www.myriador.com. A description of each location is provided for the DM detailing its contents and any monsters present. The shaded text boxes contain information that the DM can either read out or paraphrase to the players. Other information should be kept secret from the players until they discover it. Descriptions of how each monster is likely to react are included in the room descriptions. The DM controls all the creatures within the adventure, except the player characters, and is free to change their behaviour as he / she sees fit.

The DM is advised to read through the scenario at least once before you play.

Using Maps & Miniatures

Using maps and miniature figures adds a whole new dimension to playing this game, they help the DM to 'set the scene' and players to see where characters are monsters, what the dungeon looks like and make combat more exciting and realistic.

Full colour maps, pre-generated character sheets and character and monster tokens are all available free to owners of this book from: www.myriador.com (make sure you have your copy of this book available when downloading these free extras).



LUCK

Luck was a major factor in the Fighting Fantasy™ series of books. The d20 system includes a range of skills that are used where Luck was in the original books. However, we wanted to keep the overall tone & feel of the Fighting Fantasy™ books so we have included Luck as a new Ability score.

This scenario is aimed at small parties of players (mini-groups). The inclusion of Luck gives them an edge that makes up for their lack of numbers. Players should be encouraged to use Luck as often as possible - it may make the difference between success and failure!

To reflect this, it is easier for characters to recover Luck than it is for other Ability scores, methods of restoring Luck are given under the heading: Restoring Luck.

New Ability Score

Luck is determined in the same way as other Ability scores. There are several options available (see DMG Chapter 2, Ability Scores Generation). The maximum possible starting Luck score is 18 regardless of race.

A character's starting Luck score can only be increased by magical means or by spending attribute points gained as the character becomes more experienced.

Luck will be treated as an Ability score in every respect i.e. lost Ability scores are regained at the rate of one per day (see DMG Chapter 3, Running the Game, Ability Score Loss).

Standard Point Buy Method

Because there are now 7 Ability scores instead of the normal 6, the amount of starting points is increased to 30 rather than 25 (See DMG Chapter 2, Ability Scores Generation, Standard Point Buy).

Using Luck

A character may use Luck to change or influence events, reducing the damage taken from an enemy's attack for instance, or increasing their chance of picking a lock. Luck can be used to modify a character's skill checks, saving throws, attack rolls, and Melee / ranged damage dealt. You can also use your Luck to reduce the damage you take from an enemy's attack.

Luck checks must be resolved BEFORE the action that they are affecting is undertaken (exception: reducing damage taken in Melee / ranged). The result of the Luck check is applied as a modifier to the action. You may only check Luck once per action undertaken and the result only affects that action.

A character's Luck score is temporarily reduced by 1 every time Luck is checked.

Luck cannot be used to give a character feats or special Abilities that she would not normally have. i.e. a fighter cannot use Luck to allow her to turn / rebuke Undead.

Luck Difficulty Class

Luck is checked against a Difficulty Class (DC). (See PHB Chapter 4, Skills, Using Skills, Difficulty Class) The base DC for Luck is 10.

Ability Luck check = $d20 + \text{Ability Modifier (Luck)}$ against DC10

A total roll of 10 will give you a +1 bonus. For every 2 points over 10 that you roll you gain +1 to the outcome that Luck was used to affect (i.e. $10 = +1$; $12 = +2$; $18 = +5$ etc...).

If the Character fails her Luck check by up to 5, there is no penalty. However, if the character fails by 6 or more, she will suffer a -2 penalty to the outcome that Luck was used to affect.

Example: Ellion G'aarak decides to test her Luck to help her fight 2 Orcs by giving a modifier to hit them. She rolls a d20 and adds her Ability Modifier (Luck) getting a total of 13, success! Ellion now adds +2 to her next attack roll against the Orcs and her Luck is temporarily reduced by 1.

Later in the same fight Ellion decides to test her Luck to add to her attack roll again, this time she rolls a total of 4. Ellion has failed to make the required DC10 by 6. Ellion now suffers a -2 penalty to her attack roll and her Luck is temporarily reduced by 1. If she had rolled a total of 7, she would still have failed in her Luck check but not suffered a penalty. However, her Luck would still have been temporarily reduced by 1.

Minimum Luck Score

When a character's Luck score reaches 0 they can no longer choose to test their Luck. Luck cannot be lowered further than 0, and cannot be used again until it is raised to at least 1.

Saving Throws & Luck

Luck can be used to modify the result of a saving throw using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their saving throw.

Skills & Luck

Luck can be used to modify the result of skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their skill check.

e.g. Rhana Quinn has fallen off a rickety bridge into a fast flowing river. The DM determines that a skill (Swim) check (DC15) is required for Rhana to safely swim to the nearby riverbank. Rhana is not a good swimmer having no skill bonus, which is reduced by -6 because of her equipment (-3 check penalty for medium load, doubled to -6 for the Swim skill). This means that the best she can hope to do is $20 - 6 = 14$ meaning she can't succeed! She decides to use her Luck to help her reach the riverbank safely. Rhana rolls a d20 getting 15 and adds her Ability Modifier (Luck) (+2 from an Ability score of 14) for a total of 17. She has succeeded by 7 so she may add +4 to her Swim check. She now makes her Swim skill check $d20 + 0$ (Swim skill) -6 (equipment carried) +4 (Luck). She rolls a 17 giving her





a final result of 15. Rhana just manages to scramble to the riverbank. Rhana reduces her Luck temporarily by 1.

If Rhana had failed her Luck check, for instance rolling a 3 on her d20 (+2 Ability Modifier) = 5, her Swim check would then have been d20 +0 (Swim skill) -6 (equipment carried) +0 (Luck check result) giving her a maximum possible result of only 14. She would start to drown. Of course she could use Luck again in the next round to help her survive.

Opposed Skill Checks & Luck

Luck can be used to modify the result of opposed skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their opposed skill check, which is then compared to their opponents check as normal.

Checks Without Rolls & Luck

You cannot 'take 10' or 'take 20' when testing your Luck.

Combat & Luck

Luck can be used in combat in three ways. To increase your chance of hitting an opponent, to increase the damage you deal to an opponent, or to reduce the damage taken from an opponent's blow.

Using Luck to Hit an Opponent in Combat

A character may make a Luck check (as described under the heading: Luck Difficulty Class) the result of which is then added or subtracted to her next attack roll to hit an opponent.

Using Luck to Increase the Damage Dealt

When a character has successfully hit an opponent, he may make a Luck check (as described under the heading: Luck Difficulty Class) and add or subtract the result to the damage dealt by his attack. The Luck check must be made before damage is rolled. Luck damage is never multiplied by a critical success.

Using Luck to Reduce the Damage Taken

When a character has been hit by an opponent's attack, she may make a Luck check (as described under the heading: Luck Difficulty Class) and apply the result to reduce or increase the damage she suffers from the attack. Damage reduced by a Luck check can never be reduced to less than 0. She can decide to make the Luck check before or after damage has been rolled.

Luck and Magic

Luck cannot be used to increase or decrease the effectiveness of a spell or magical effect.

Luck can be used to increase the chance of hitting with a Magical attack, such as a ray, by modifying the to-hit roll or it could be used to modify the result of a Spellcraft check to help identify a spell being cast. Similarly it could be used to increase the chance of making a successful saving throw to counter a spells effect.

Luck and Turn / Rebuke Undead

Luck can be used to increase the chance of turning / rebuking Undead but cannot increase the effective-

ness i.e. Luck may be applied to the Turning Check Result, but cannot be used to increase the maximum hit dice affected, or the number of HD affected.

e.g. Ellion G'aarak is a 4th level Cleric. Entering a room Ellion encounters 4 Zombies, she decides to attempt to turn them and to use Luck in her attempt. Ellion makes a Luck check, the result of which is added to her Turning check result which may make her more likely to succeed. However, Luck cannot be used to change the maximum effectiveness of her Turning attempt, she can still only possibly affect Undead with 8HD or less. Neither does Luck affect the number of such Undead she can affect.

Stand alone Luck Checks

There will be situations within the adventure when Luck can be used to determine the outcome. Depending on the situation the DM may appoint a higher or lower Luck DC. The DM must never use Luck to replace a saving throw or Skill check that already exists. In the example below an unsuccessful Luck check would then require a (Reflex) save to avoid falling in the water.

An example of a stand-alone Luck check: If the characters are walking over a rickety old wooden bridge, does a rotten plank break under the weight of one of the players? The DM decides that the characters will have to be particularly Lucky to avoid all the rotten planks and gives this situation a Luck DC of 15. As with all Luck checks, once a stand-alone Luck check has been made (whether successful or not) the character must temporarily reduce his Luck score by 1.

Opposed Luck Checks

Two characters are sitting at the table playing cards. Who will win? The simple solution to this is for the characters to make an opposed Luck check. Both characters roll a d20 and add their Luck Modifier. The character with the highest Luck result wins. Each character that made the opposed Luck check must temporarily reduce his Luck score by 1.

Optional Luck Rule

If a character rolls a natural 1 on the Luck roll the DM may rule that that character has been so unlucky that he automatically fails whatever he was attempting to use Luck with: if he was using Luck to modify his attack roll then the attack automatically misses; if he was using Luck to modify his chance to Pick a lock the attempt automatically fails; if he was using Luck to modify his Melee damage roll, he scores No damage at all; if he was using Luck to modify his opponent's Melee damage roll, his opponent does Full damage etc.

Restoring Luck

Luck can be restored in a number of ways. Luck cannot be increased past its starting value except by magical means (see Appendix 2 - New Magic, New Spells). Any excess Luck points that would take a character's Luck score above the original value are lost.

Normal Regeneration of Ability Points

(see DMG Chapter 3, Ability Score Loss)

Magical Means - Spells and Potions

Any spell that restores Ability points can be used to restore Luck points. Examples include: Lesser Restoration, Restoration and Fortune (see **Appendix 2 - New Magic, New Spells**)

Any potion that restores Ability points can be used to restore Luck points.

Discretionary Awards by the DM.

DMs can choose to award Luck points to characters for particular acts of daring or heroism. It should be remembered that Luck is an extremely powerful Ability that can allow characters to succeed at tasks that they normally wouldn't be able to achieve. Care should be taken when awarding Luck points, don't give the characters too much or you could make any scenario too easy, but don't be too stingy with your Luck awards or the characters will probably fail.

Scenario Awards

At various points in this adventure Luck points are awarded to characters. These Luck awards can be increased / decreased at the DM's discretion. Luck awards are to the party as a whole, it is up to the DM to determine how they are divided amongst the characters. E.g. if a party of 3 characters are awarded 2 Luck points the DM can either give 1 point each to 2 of the players or 2 points to one of them. At the DM's discretion - award the points to the characters who played the most significant role in gaining them.

Monsters and Luck

Luck is a player character specific Ability score. Monsters and NPCs do not gain the Luck Ability Score.



THE FOREST OF DOOM

For the DM

Allansian historians would be without merit if they did not include stories of the sustained wars between the Dwarves of Stonebridge and the Titan Hilltrolls who dwell within lands between the Iron Hills and the Red River known as the Pagan Plains.

The Dwarven City of Stonebridge, principle city within the Kingdom state of Stonebridge, has been a regular stopping point for adventurers and merchants as they cross the Pagan plains. In return the Dwarves look kindly upon the good aligned folk who visit the town and buy their wares. Recent years have seen the town grow at an alarming rate. So big is Stonebridge that it has now taken on the title of Small City. This growth is largely due to Stonebridge being the main exporter of manufactured arms and armour across Allansia. Its mines to the northwest in the Iron Hills are a constant source of envy and conflict due to their seemingly vast resources of Gold, Iron

and minerals. The famous Dwarven carpenter Fagan Chislehand dwells within the city walls. Chislehand's fine wood products are well sought after in many Allansian towns and cities, identifiable by the Dwarven rune for FC encircled by three chisels. This mark of quality and excellence is normally found burned to the underside of the item.

King Gillibran Ironhelm, ruler of Stonebridge, is a large powerful Dwarf boasting a long white platted beard with streaks of black and grey. Gillibran has a proud heritage and is the true descendant of the royal family of the lost Kingdom of Redweed, a large and powerful nation of united Dwarves which fell to the armies of Firetop Mountain under the leadership of Zagor, Warlock of Firetop Mountain, many years ago. The defeated Dwarves formed two separate colonies, which are now known as Stonebridge and Mirewater. Tension grew between these two struggling Dwarven colonies as ownership of the various gold, silver and diamond mines was disputed. This tension has erupted into conflict on several occasions during the past few decades and they are again on the brink of war. Yet again, the conflict has been started by Mirewater with Lord Tharri Ugenther (Lord of Mirewater) declaring that the new gold mine (found by Stonebridge) is in fact already owned by the Mirewater Dwarves.

Being of true noble descent, King Gillibran Ironhelm has in his possession the Magical War-hammer which has been handed down through the ages to its rightful heirs. Legend has it that Redweed Dwarves saved the arch-sorcerer Yannisara during a great battle. In return for their kindness, Yannisara created the magical weapon for them. Such is the power of this Warhammer that when it is thrown at an opponent it will strike them and then magically return to the hand of the wielder. Lord Tharri Ugenther knows that the loss of Gillibran's fabled Warhammer would demoralise the Stonebridge Dwarves significantly and with the threat of the Hilltroll army amassing on the Pagan





Plains, now would be a good time to teach Stonebridge a lesson.

Four days ago Lord Ugenter ordered one of his Dwarves (named Trumble) to send his most highly trained Golden War Eagle to steal Gillibran's Warhammer and bring it back to him. The Golden War Eagle was successful in its raid, managing to swoop in and take the Warhammer from right under Gillibran's nose. The success was short-lived however. On his return flight he was attacked by a flock of Death Hawks over Darkwood Forest. With the fabled Warhammer firmly grasped between his huge talons he was weighed down and defenceless against the relentless claws and beaks of his attackers. Badly wounded and with little choice, the Eagle dropped the Warhammer and fled southwest.

Two Goblin brothers found Gillibran's Warhammer half buried in a rose-thorn bush near to the Catfish River. Having no idea what significance this weapon had to the Stonebridge Dwarves, they promptly started fighting over who should keep it. Several hours later, the black and blue goblins were no closer to a decision. It is then that they discovered that the highly polished ebony handle actually unscrewed from the heavy bronze hammerhead. Problem solved. Each Goblin took his prize and went his own way...

Stonebridge is now in turmoil. Without its symbol of strength they are both demoralised and defenceless against any Hilltroll attack. Many of the Dwarves are out searching for Gillibran's Warhammer but none have been successful.

For the Players

Read or paraphrase the following to the characters:

You have decided to start your adventuring lives by traversing Allansia in search of Dragons, Maidens in distress or hordes of rampaging Orcs and Goblins. However, since leaving Chalice a couple of days ago your journey has been quite uneventful. The scenery here to the west of the Moonstone Hills is beautiful. Vast open lands of lush green grass and pictorial rivers set against the backdrop of hills never ceases to take your breath away. A few miles to the north lies the vast arboreal expanse known as Darkwood Forest. Its southern borders can be plainly seen from your position, and at last the open plains are beginning to be broken up by clumps of trees and bushes. Night is drawing in and this looks as good-a-place as any to camp for the night.

After a good meal by the campfire it is time to set up watch for the night. You are deciding who will take first watch when you hear a twig snap beneath a clumsy foot just outside your camp perimeter. Grabbing your weapons you take up your positions in case of an attack. From the direction of the twig snapping, a low moaning noise followed by the thud of a body dropping to the ground is heard. Slowly you walk over to the bushes from where the noise was heard and pull back the branches cautiously. Lying on the ground grimacing in pain is a Dwarf

Warrior clad in a Chainmail suit and open faced helmet. Kneeling down next to him you can see two Crossbow bolts protrude from his armour-clad torso. Although the Dwarf is heavy, you manage to move him close to your fire and stir it's dying embers back to life. The warrior lies there for a while moaning and groaning. He then sits bolt upright, eyes staring fixedly ahead and shouts, "I'll get them! I'll get them! Don't you fear, Gillibran, Bigleg is coming to bring you the Hammer. Oh yes, indeed I am. Oh yes...". He slumps back down. With half closed eyes he stares at you and whispers, "Help us. Take ...the Hammer to Gillibran. Only... the ...Hammer will unite our people against theHilltrolls. We were on our... way to Darkwood Forest to search for the... Hammer. Ambushed.....others killed. The map in my pouch will take you to the home ofYaztromo, the Master Mage of these parts. Hehas great magics forsale.... to protect you against the..... creaturesof Darkwood. Take my gold.I begyou to find the Hammerand take it..... to Gillibranmy Lord of Stonebridge.You will be well rewarded.". He opens his mouth to speak again but all that comes out is his dying breath. Opening his pouch you find the map he was talking about and if your position is correct, Yaztromo's Tower isn't too far away. Bigleg's money pouch, which he asked you take and help the Dwarves, contains 150gp.

DMs Note: Please refer to Map 2 - Bigleg's map. This map is designed for the players to use. Permission is granted to photocopy this map for your personal use. Bigleg has been poisoned by the Crossbow bolts in his stomach and will die from the effects. Indicate this to the characters to stop them from wasting any healing sources they may have.

The Forest

Any buildings or underground rooms and corridors have 10ft. ceilings. Corridors are rough-cut stonework either 5ft. or 10ft. wide (please refer to the overlay map for details) unless otherwise stated. All doors have the following stats and are unlocked unless otherwise stated. Any locked doors have average locks unless otherwise stated.

Doors: Good Wooden; Hardness 5; hp 15; Break DC18

Locks: Average lock; Open lock DC25

Listen Checks: All Listen check DC are calculated for the characters standing in the adjacent square to the door (2½ ft. away) unless stated in the text. If the characters actively listen at a door (presses his ear to the door) then reduce the Listen DC by 2.

Encounter Stats: All encounter statistics have been calculated presuming that the creature is using a one-handed weapon with one hand. If the DM decides that the creature will use its one-handed weapon with two hands it will gain 1½ times its Strength bonus to damage (provided it has a bonus) rounded down.

Luck Awards: The DM may award the party Luck Ability points based on how they handled an



Map 2
BIGLEGS
MAP

STONE BRIDGE

THE RED RIVER

CATFISH RIVER

THE MOONSTONE HILLS

THE MOONSTONE HILLS

DARKWOOD
FOREST

SCALE IN MILES

10

5

0



YAZTROMOS
TOWER

YOUR ESTIMATED
START POSITION

encounter; 1-3 Luck for defeating a Monster encounter with at least an equal EL rating to the party; 1-3 Luck points for discovering an item or clue vital to the success of the adventure (see Luck, Restoring Luck, Scenario awards for more information); The DM may also award Discretionary Luck for acts bravery / heroism (see Luck, Restoring Luck, Discretionary Awards by the DM)

1. Yaztromo's Tower (ELO) *foit*

If the characters follow the map to Yaztromo's Tower, read them the following:

Your walk to Yaztromo's takes you a couple of hours. As the Tower is set back on the edges of Darkwood Forest some 150ft. from the path, it is actually quite difficult to find.

The Tower itself is most impressive. It stands over 60ft. tall and is made of white stone. Several windows can be seen at higher levels (the lowest are 25ft. from the ground) and stone steps lead up to the beautifully ornate oaken front door.

This Tower is the home of one of the greatest and most powerful Sorcerers ever to walk on Allansian soil, Gareth Yaztromo. The Master Mage started his life as a pupil of the Grand Wizard of Yore, Vermithrax Moonchaser. It was apparent to Vermithrax that Yaztromo was indeed a gifted student who soon out classed the other pupils. Once qualified as a fully fledged Sorcerer, Yaztromo roamed as much of northern Allansia as was possible for him to do so, encountering many folk and embarking on a great number of adventures. One fateful day, he was exploring Darkwood Forest and was alerted by the sounds of screaming and swordplay coming from beyond a wall of thick elm trees. He investigated immediately and discovered that a Wood Elven village was under attack from the vial underground dwelling Dark Elves. Without hesitation Yaztromo waded into the fray displaying the most powerful of his spells and sending the Dark Elves back from whence they came. Yaztromo was declared a hero by the Wood Elves.

Since that day, he has taken it upon himself to become the guardian of Darkwood Forrest which he does from the safety of his Tower. The design and architecture of his Tower is primarily Dwarven (the Stonebridge Dwarves under the guidance of King Gillibran built this Tower for their friend Yaztromo many years ago), although the Sorcerer himself added some magical flavour of his own into the Tower's plans: the front door has been magically enhanced with damage Reduction 30 / - (the first 30 points of every attack is ignored), while the lock is of master design and will require a skill (Open lock) check (DC40) to open.

DMs note: As mentioned above, Gareth Yaztromo is a powerful Sorcerer, so powerful in fact that his stats have not been included in this low-level adventure. However, having said that, Yaztromo's full stats will be available as a free download from the Myriador web site: www.myriador.com. Any attempt to attack this greatest of Sorcerers will result in the characters

untimely deaths or life as either small rodents or reptiles and you as DM are given a free reign to be as creative as you like should this situation arise.

If the characters knock on the Tower's ornate front door, read them the following:

You wait anxiously at the door while slow footsteps descend from the Tower above. A small wooden slot in the door opens and two eyes appear. "well, who are you?" demands a grumpy voice.

The grumpy voice belongs to Yaztromo. He was busy in his study when the characters disturbed him. If the characters introduce themselves and tell their story about meeting Bigleg and following his map to this location to buy some aids to defeat the monsters of Darkwood Forest, read them the following:

"Well, if you are interested in buying some of my stuff, you had better come up. I am Yaztromo". The old man opens the door then turns and ascends the spiral stone stairs that stand behind him. "Last one in, shut the door behind you please", he calls back.

Yaztromo wears tatty, plain white sorcerer's robes and very little in the way of jewellery (two rings adorn his middle and index fingers on his right hand). The old man slowly climbs the stone steps that lead to his study, stopping on more than one occasion to get his breath back. Eventually you arrive at his study, which is at the top of his Tower. Shelves, cupboards and cabinets line the walls, all filled with bottles, jars, weapons, armour and all manner of strange artefacts. Yaztromo shuffles past the general clutter and slumps in an old oak chair. He reaches into his top pocket and produces a fragile pair of gold-rimmed spectacles. Placing these on his nose he picks up a piece of slate and chalk from the table next to him and begins to write frantically. When he is finished, he hands you the slate which reads:

Potions

Cure Light Wounds	30gp each
Hide from Animals	30gp each
Hide from Undead	30gp each
Magic Weapon (Oil)	30gp each
Pass without Trace	30gp each
Protection from Evil	30gp each
Sanctuary	30gp each
Shield of Faith (+3)	30gp each

The potions listed above have been cast at 6th level. Yaztromo, being a sorcerer of good alignment, likes to keep his prices to a minimum as profit is not his intension.

Yaztromo will ask the characters why they wish to enter Darkwood Forest. If the characters have already mentioned their quest to recover Gillibran's Warhammer for the Dwarves of Stonebridge (or tell him now), read them the following:





"Ah yes", says the old sorcerer rubbing his beard. "I had heard that the good Dwarves of Stonebridge has lost their fabled Warhammer. Without it, King Gillibran is unable to arouse his people despite the fact that the Titan Hilltrolls threaten the City.

Rumour has it that the envious Dwarven King, from the neighbouring kingdom, sent a War Eagle to Stonebridge to steal the Warhammer. This it managed to do. However, on its return flight over Darkwood Forest it was attacked by Death Hawks and dropped the Warhammer into the forest. Two Goblins found the Warhammer and, after a lot of arguing about who should keep it, discovered that the head unscrewed from the hilt. Each Goblin took a piece of the Hammer and went his own separate way. So I am afraid your problems have doubled. I can tell you that the head is made of bronze and the handle of polished ebony. Both pieces have the letter G inscribed on them.

Your task is not an easy one. I wish you good luck.

Yaztromo will show the characters to the front door and again wish them well on their quest giving them one final piece of advice: Stick to the paths within the forest as evil creatures dwell within the trees.

2. Rogue in a Trap (EL1)

As the characters near this area they will hear cries for help. The sound is coming from within the trees to the west. If the characters investigate these pleas for help, read them the following:

Clambering over the gnarled roots of an old tree you head in the direction of the cries. After a few minutes you see a man dressed in long dark robes with his foot caught in a metal rabbit snare. His face is masked by the robes and only his dark brown eyes are visible.

If the characters are visible or are spotted, read them the following:

"Strangers please help me. I am in terrible pain and cannot open the trap by myself".

In order to open the metal rabbit trap, a character must make a successful Ability (Strength) check (DC15).

The man's name is Valdimar. He is a notorious rogue from around these parts. If questioned as to why he is here he will make up a story about looking for his brother whom he believes is now living as a hermit somewhere in the woods.

If freed, Valdimar will attempt to steal an item from one of the characters at the most opportune moment. He will then make his excuses and head off in a different direction to the characters and make his way out of the forest to sell anything he has managed to steal.

fai **Valdimar male Human Rog1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d6 (hp 6); Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 14 (+2 Dex, Leather Armour) touch 12, Flat footed 12; Attack -1 melee (Rapier

1d6-1 18-20/x3) or +2 ranged (Dagger 1d4-1 20/x2); Full attack -1 melee (Rapier 1d6-1 18-20/x3) or +2 ranged (Dagger 1d4-1 20/x2); SA Sneak attack +1d6; SV Fort +0, Ref +4, Will +2; AL CE; Str 9, Dex 14, Con 10, Int 11, Wis 14, Cha 18. Languages Spoken: Common. Skills and feats: Bluff +2, Decipher script +4, Hide +4, Intimidate +8, Listen +8, Move silently +2, Sleight of hand +4, Spot +4, Tumble +6, Use Magic device +8, Use rope +6; Alertness, Point blank shot. Equipment: Leather Armour (worn under long dark robes), 2 Daggers, a Rapier and a Pouch with 10gp in.

3. The Shape Changer (CR2)

As the characters approach this area read the following:

Walking along the twisted path you can see a small sinewy creature with brown scaly skin sitting on a fallen tree. It has a sullen expression on its face as it slowly tosses a shiny black rod between its hands.

The characters may suspect that this is one of the goblins with the ebony Warhammer handle, however, they would be very wrong. This creature is in fact a Shape Changer. If the characters make any attempt to approach or talk to the creature, read the following:

The small creature starts to metamorphose before your eyes. It becomes much taller (almost 7ft. tall) and its scales turn green in colour. A large spiny tail extends from its lower back, its arms thicken and its hands grow sharp claws. The creature's face is also distorting to become reptilian with red eyes and a wide mouth full of razor sharp teeth!



The Shape Changer will attack the characters to the death.

If they kill the creature they will discover that the shiny black rod is a large piece of charcoal. The charcoal is worthless and has no use in this adventure.

Shape Changer: hp 22 (see Appendix 1 - New Monsters)

4. Chair of Life Draining (EL1)

As the characters approach this area read the following:

The trees are beginning to thin out and sunlight filters down making the forest look less menacing. To your left, just inside the line of trees, you can see a sturdy looking chair made from the fallen trunk of an oak tree.

This chair was created by a terrible witch many years ago. It is called the Chair of Life Draining (see Appendix 2 - New Magic). Anyone who sits on the chair must make a Fort save (DC15) or lose 1d4 permanent Con.

5. What a Boar (EL2)

As the characters approach this area, read them the following:

The trees open out into a small glade full of tall, 4ft. high, grass.

Ask the characters to make a skill (Listen) check (DC10). If they are successful they will hear the sound of barking dogs in the distance to the north.

A squealing noise from the grass to the right will alert the characters to impending danger. The noise belongs to a very bad tempered Boar which was being hunted. The animal is wounded but will attack the characters on sight.

If the characters kill the boar they will notice that it has a gold ring through its nose. The ring is worth 15gp

Boar: hp 12 (see MM, Animals or The FFRPG, Monsters, Animals for more information on Boars).

6. Quinn's Hut (EL1) *maison suite*

If the characters follow the west path read them the following:

The path leads to the door of a small hut made from dried mud. The hut is dome shaped and has a single window and door.



This mud hut belongs to a trapper by the name of Quinn. If the characters look in through the window they will see Quinn (who is a large, brown skinned Human) flexing his muscles. The man is bare chested and wears leather trousers.

If the characters knock on the door or look through the window, Quinn will welcome them and invite them into his hut. He will tell them that he is a trapper by trade but likes to earn extra money by challenging people to a test of strength. Quinn will wager a Potion of Levitation against anything the characters can muster over the value of 30gp.

The challenge: This is a straight battle of Strength between Quinn and whoever takes up his challenge. The character involved must make an opposed Ability (Strength) check with Quinn. The person with the highest score wins.



Quinn will fight to the death if threatened or attacked. In his small hut are several animal pelts which would be worth 25gp for the lot if sold. Quinn's Leather Armour can also be found in a box under the bed.

Quinn male Human Ftr1: CR 1; Size M (6 ft., 2 in. tall); HD 1d10+2 (hp 12); Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, Flat footed 10; Attack +6 melee (Handaxe 1d6+4 20/x3); Full attack +6 melee (Handaxe 1d6+4 20/x3); SV Fort +4, Ref +0, Will -1; AL N; Str 18, Dex 10, Con 15, Int 9, Wis 9, Cha 16. Languages Spoken: Common. Skills and feats: Hide +0, Listen +1, Move silently +0, Spot +1, Survival +1, Use rope +2; Alertness, Power attack, Weapon focus (Handaxe). Equipment: Handaxe and a Potion of Levitation.

7. A Waterfall (EL1)

When the characters near this location, read them the following:

The ground here starts to rise gently. Ahead you can hear the roar of crashing water.

Should the characters investigate, read the following:

Soon you reach the bank of a wide river split on two levels. To your right the water is calm and slow moving but in front of you it tumbles noisily down a huge waterfall into a gorge below where the river narrows and runs quickly over rocks and boulders. Steps lead down by the side of the waterfall to the gorge at the bottom.

If the characters make a successful skill (Search) check (DC10) they will find an old rowing boat in among the reeds in the calm waters at the top of the waterfall. The rowing boat is very old and rotten. If the characters try to use it to cross the river it will start to take in water and sink when they are half way across forcing them to swim the rest of the way. Anyone trying to swim in the calm waters at the top of the waterfall must make a skill (Swim) check (DC10).

DMs note: If a character casts a Mending spell on the rowing boat they will be able to use it to safely cross the calm waters at the top of the waterfall.

The steps leading down the side of the waterfall are wet and slippery. Any character who descends these steps must make a skill (Balance) check (DC5). If they fail they will simply fall over; however, if they fail the balance check by more than 5 points they must make a Reflex save (DC10) to stop them selves from falling off the side and into the gorge. Characters who fail their Reflex save will take 2d6 Falling damage +1d6 for landing on the rocks (3d6 total). The water at the bottom of the waterfall is much faster flowing and is littered with large, sharp rocks and boulders. Anyone attempting to cross this part of the river must make a series of successful skill (Swim) checks (DC20). A failed swim check will send the character crashing against a rock for 1d4 points of damage.

At the bottom of the steps is a path which leads behind the waterfall and up the other side of the bank.

If the characters walk through the waterfall at the bottom of the gorge, read them the following:

Behind the waterfall is a large cavern where there is a pool of calm water. The steps run round the side of the cavern to a small outcrop on which stands a stone table and chair.

The water in the pool is 4ft. deep and can be waded in safely by the characters. This cavern is the home to a Fishman who does not take kindly to uninvited guests. The Fishman is hidden in the shallow waters and will attack the characters at the most opportune moment.

A successful skill (Search) check (DC15) in the cavern will reveal the Fishman's treasure. 2 small gems worth 25gp each and a magical Dagger +1

Fishman (Locathah): hp 9 (see MM, Locathah for more information)

8. The Witch's House (EL2)

When the characters near this encounter, ask them to make a skill (Spot) check (DC15). If they are successful they will see gentle wisps of smoke rising above the trees. The smoke is rising from the chimney of a small hut located 50ft. away from the path. No path leads to the hut. If the characters investigate the smoke, read them the following:

The smoke is rising from the chimney of a wooden hut with a single window and wooden door.

The hut is home to an evil Witch. If the characters look in through the window they will see her in a chair reading some old and dusty books. The Witch will not be interested in talking to the characters and will shoo them away. The Witch will fight to the death if threatened or attacked.

Tactic: If attacked, the Witch will cast a Sleep spell first. If all the characters fall asleep they will awake outside the hut with only their weapons and armour. All other equipment will have been stolen by the Witch who will be long gone.

If the characters kill the Witch and look around her house they will find a scroll with the following spells on: Mage Armour and Detect Secret Doors. A successful skill (Search) check (DC15) will discover an old book which the old Witch was using to prop up her chair. The inside of this book has been hollowed out. Lying in the cavity, wrapped in paper, is a small jewel on a silver chain. The item is magical and is called the Eye of Amber (see **Appendix 2 - New Magic**). The paper reads:

Eye of Amber, Directions for use:

Place the necklace around your neck and question those you fear,

No matter what they try to say it's only the truth you'll hear.

Old Witch, female Human Sor2: CR 2; Size M (5 ft., 1 in. tall); HD 2d4 (hp 8); Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, Flat footed 10; Attack +0 melee (Quarterstaff 1d6-1 20/x2); SV Fort +0, Ref +0, Will +3; AL E; Str 9, Dex 10, Con 11, Int 14, Wis 11, Cha 17. Languages Spoken: Common, Halfling, Orc. Skills and feats: Concentration +5, Gather information +2, Hide +0, Knowledge (arcana) +4, Listen +3, Move

silently +0, Spellcraft +9, Spot +2; Alertness, Skill focus (Spellcraft). Equipment: Quarterstaff and old clothes.

Sorcerer Spells Known (6/5): 0th - Dancing Lights, Detect Magic, Mage Hand, Ray of Frost, Read Magic. 1st - Magic Missile, Sleep.

9. Lucky Find (EL0)

When the characters reach this encounter, ask them to make a skill (Spot) check (DC20). Those who are successful will see an old tree set back from the path with a large hole in its trunk about 5ft. from the floor and there is a metallic glint coming from within the hole. If a character reaches into the hole they will find a metal open-faced helmet. The helmet is magical and will grant the wearer a +2 enhancement bonus to Strength while worn.

Many years ago an old knight was passing through this forest when he was attacked by rogues. He managed to slay the rogues but was mortally wounded in the process. So that no evil doer would find his magical helmet, he hid it in this old tree where it has remained until this day.

10. An Ungrateful Captive (EL2)

As the characters are nearing this location read them the following:

The trees are beginning to thin out as you progress further north.

If the characters make a successful skill (Spot) check (DC10) while approaching this encounter they will notice some birds flying in a circle above the ground. If the characters investigate the birds read them the following:

As you near you can see that the birds are vultures, not an uncommon sight this close to the Pagan Plains. Some fly in a circle in the sky while a couple of others have gathered on the ground. The vultures are interested in a semi-naked man who has been tied to four posts on the ground. His muscular body is badly wounded. It looks as though he has been tortured!

The man's name is Brok. He is a nomad from the Pagan Plains who three days ago witnessed an advance scout party of Titan Hilltrolls spying on Stonebridge. Brok was spotted and chased into Darkwood Forest where he was captured and tortured to find out how much he knew. Satisfied that Stonebridge had not been alerted to the presence of their party, the Titan Hilltrolls left the nomad for dead. Its now been two days since he was left here and Brok is very delirious. If the characters free Brok (whether they have healed him or not) he will attack them to the death (using one of the wooden stakes) thinking them to be Titan Hilltrolls.

Brok, male Human Ftr2: CR 2; Size M (5 ft., 7 in. tall); HD 2d10+4 (hp 8 from 20); Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 11 (+1 Dex) touch 11, Flat footed 10; Attack +5 melee (wooden stake 1d2+3); Full attack +5 melee (wooden stake 1d2+3); SV Fort +5, Ref +1, Will +0; AL N; Str 16, Dex 13, Con 14, Int 15, Wis 10, Cha 12.

Languages Spoken: Common, Dwarf, Elf. Skills and feats: Balance +3, Hide +1, Listen +0, Move silently +1, Ride +6, Spot +0, Swim +8, Survival +1; Cleave, Power attack, Track, Weapon focus (Greatsword).

11. Stepping Stones (EL1)

As the characters approach this area read the following:

Gradually the trees thin out and the ground starts to rise gently. Ahead you can hear the sound of flowing water.

The characters have reached the bank of the Catfish River which flows through the middle of the Darkwood Forest. This part of the river is rather shallow (about 2ft. deep) and could be easily waded through but these murky waters are home to Blood Eels.

Several large boulders, which could act as stepping stones, are adequately positioned across the river. Any character wishing to cross these wet, slippery stepping stones must make a successful skill (Balance) check (DC8) or fall into the water.

Any character in the water will be attacked by 4 Blood Eels each

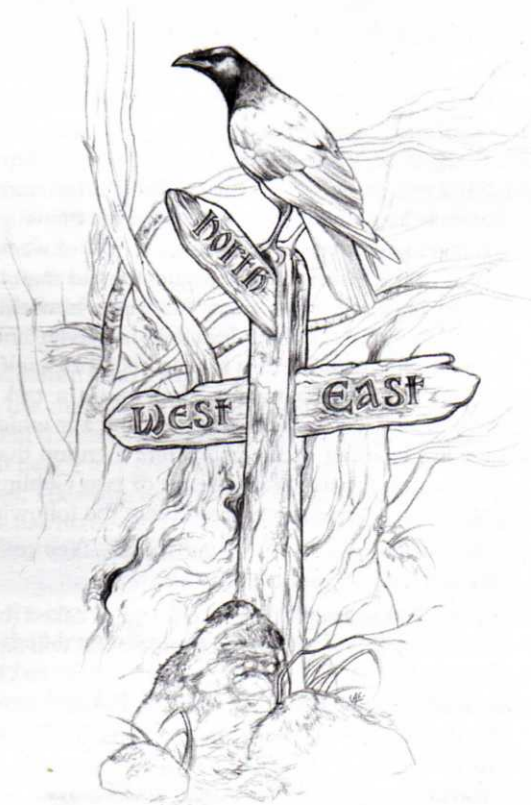
Blood Eels: hp 4 each (see Appendix 1 - New Monsters)

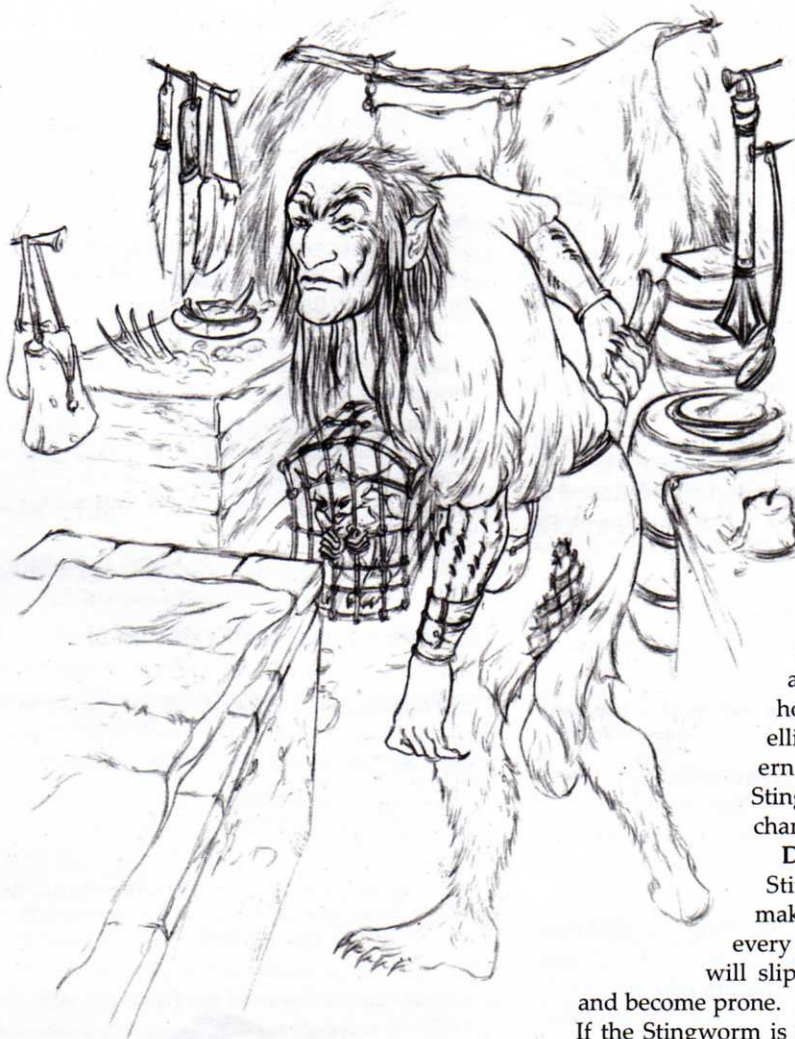
12. Advice for a Small Price (EL0)

As the characters approach this area read the following:

Ahead of you in the middle of the path is an old, moss-covered signpost. Perched on the top of the signpost is a rather large Raven.

The signpost, although covered in moss, is still legible and correctly indicates north, west and east. If the characters take a closer look at the signpost they may be very surprised when the Raven turns to them and





says,
"Squawk!

Good afternoon". The

Raven is actually a rogue who tried his thieving skills against an old man in the forest a couple of weeks ago. Much to the dismay of the rogue, the old man turned out to be none other than Yaztromo himself! Who promptly polymorphed him into a Raven and told him that he would return him to his former self when he can afford to pay him 30gp (quite a task for a Raven!). The Raven will ask the characters which way they are heading. If the characters mention that they are looking for the Warhammer or two Goblins with parts of the Warhammer, read them the following:

The Raven looks at you and winks. "1gp will buy my advice", it squawks confidently.

If the characters pay the Raven 1gp as asked (he asks them to put it on top of the signpost) he will squawk, "Go North". This advice is correct. One of the Goblins is indeed along the north road. If the characters ask the Raven why he needs money he will tell them his story.

Raven: hp 1; AC 14; no Attack or Damage.

13. Stingworm Lair (EL?)

As the characters near this location read the following:

The trees here are beginning to thin out a little. Just beyond the tree line, maybe 20 feet away from the path, you can see a large hole in the ground.

If the characters investigate the hole they will see that it is about 10ft. in diameter and it descends into the ground at about a 45 degree angle.

Lining the walls of the hole is a horrible slippery slime that has been excreted by the creator of the hole, a Stingworm. If the characters wish to descend the hole they must make a successful skill (Climb) check (DC10) which takes into account the slippery slime. The hole continues for 50ft before levelling out and opening into a cavern. Inside the cavern is a Stingworm which will attack the characters on sight.

DMs note: While fighting the Stingworm the characters must make a skill (Balance) check (DC5) every round. If they fail this roll they will slip over in the Stingworm slime and become prone.

If the Stingworm is slain, the characters are free to search its lair. Lying on the ground at the back of the cave are 3 suits of medium Chainmail Armour, 2 Light Steel Shields and a magical +1 Longsword. If the characters make a successful skill (Search) check (DC10) they will find a small bag with 113gp in it.

Stingworm: hp 13 (see **Appendix 1 - New Monsters**)

14. The Ogre's Cave (EL3)

When the characters approach this encounter, read them the following:

At last, the trees have thinned enough to allow the rays of sunlight to beam down on either side of the path. As the path widens you can see a large cave entrance in a large, natural outcrop of rocks some 50 feet from the path.

The cave is home to an Ogre. While out hunting recently, the Ogre captured a small Goblin. Being rather partial to Goblin meat the Ogre brought it back to his cave and put it in a wicker cage (for later consumption).

If the Ogre hears the characters approach the cave entrance or it sees them, it will attack them at the most opportune moment.

If the Ogre is slain, the characters are free to look around the cave. The only distraction will be the mad

Goblin in the cage who will keep jumping around and making incomprehensible grunts. The key to the cage is in the Ogre's belt pouch. There is nothing of value in the Ogre's cave just some rotting meat and decayed animal furs.

The Goblin has been in the cage now for a couple of days and has gone mad with hunger. The characters will not get any conversation from the Goblin if they try to communicate with it. If they open the cage by either a skill (Open lock) check (DC20) or an Ability (Strength) check (DC15) or if they slay the Ogre and find the key to the cage in its belt pouch, the Goblin will attack them to the death. The Goblin's only treasure is a black shiny rod, with the letter 'G' inscribed on the handle, on a leather cord around its neck. The rod is the handle of King Gillibran's fabled Warhammer and is vital to the success of the adventure.

Ogre: hp 22 (see MM for more information)

Goblin: hp 2 (see MM for more information)

15. A Tree House (EL1)

As the characters approach this area, ask them to make a skill (Spot) check (DC15). If they are successful they will see a rope made out of tree vines hanging from a tree just to the left of the path. The rope vine leads to a very crude looking Tree House which belongs to a Neanderthal. If the characters shout up to get the owner's attention, the Neanderthal will start to throw down large rocks at them.

If the characters climb up to the Tree House the Neanderthal, if he is still alive, will attack them at the most opportune moment. If the characters investigate the Tree House and the Neanderthal is dead, read them the following:

The floor of the Tree House looks like it is made of sturdy wood. Animal bones and rotting fruit litter the floor. In the corner of the Tree House is the Neanderthal's bed which is made of moss and seems to be crawling with bugs.

If the Neanderthal is slain, the characters will notice that he wears a copper bracelet on his right arm. The copper bracelet is a Bracelet of Strength +2. Any character wearing the bracelet will gain a +2 enhancement bonus to Strength while it is worn.

Neanderthal (Cave Man): hp 12 (see Appendix 1 - New Monsters)

16. Killer Bees! (EL4)

As the characters approach this area, ask them to make a skill (Listen) check (DC10). If they are successful they can hear the sound of running water coming from up ahead (see encounter 17). However, if they make the Listen check by more than 5 points they can also hear another noise above the water, the ominous buzzing of a large swarm of Bees.

This entire area is home to large colony of Giant Killer Bees. The characters will be attacked by a large swarm of them if they proceed north along the path towards encounter 17. The Bees will not cross the Catfish River

Giant Killer Bees (swarm): hp 15 Use the reference to Centipede swarm from the MM (see MM, Swarm, Centipede swarm for more information)

17. Rickety Bridge (EL1-2)

As the characters approach the bridge, read the following:

Gradually the trees thin out and the ground starts to rise gently. Ahead you can hear the sound of flowing water. As you approach you can see an old Bridge which spans the calm Catfish River. The Bridge looks as though it has seen better days.

There is a chance that as the characters cross the Bridge they may step on a rotten plank of wood. If the characters walk slowly and carefully across, ask them to make an Ability (Luck) check (DC10). However, if they run across the bridge (maybe they are being pursued by the Giant Killer Bees from encounter 16) ask them to make an Ability (Luck) check (DC15). If they are unsuccessful, they will have trodden on a rotten plank which has snapped beneath their feet. They now need to make a Reflex save (DC15) or fall into the Catfish River.

Any character who enters the river must make a skill (Swim) check (DC10). The river is also inhabited by 2d6 Blood Eels which will attack anyone in the water.

Blood Eels (2d6): hp 4 each (see Appendix 1 - New Monsters)

18. Poisonous Fruit (EL2)

As the characters reach this location, read the following:

The path continues to cut its way through the dense undergrowth. It feels quite claustrophobic with the trees overhanging you on either side. After a while the path turns left at a tree which is baring a very strange looking fruit.

The tree is known throughout these parts as a Fatalberry Tree. It bears a purple coloured, pear shaped fruit which is highly poisonous. If the characters make a skill (Knowledge - Nature) check (DC15) they will know this. If they decide to eat some of the fruit they find it very bitter to the taste, and very poisonous!

Fatalberry Fruit (Poisonous): Ingested; Fort save (DC15); Initial 1d6 Con; Secondary 1d6 Str

19. Mother Bear (EL2)

As the characters near this location, ask them to make a skill (Listen) check (DC10). If they are successful they will hear a low growling noise coming from within the trees. The noise belongs to a Black Bear and her 3 cubs. She has made a small den on the opposite side of a fallen tree which obscures them from sight to anyone following the path.

If the characters investigate the noise and are spotted by the Mother Bear, she will attack to the death to protect her young cubs.

Bear, Black: hp 14 (see MM, Animals for more information)

20. A Friendly Face (EL3)

As the characters near this location, read the following:





21. The Catfish River (EL1-2)

When the characters reach the bank of the Catfish River read them the following:

The water here is very slow moving but it looks murky and you cannot see the bottom. On the other side of the river, the path continues north into the forest.

The water here is not very deep for a human character to wade across (4ft. deep at the deepest part). However, it is full of (2d6) Blood Eels which will attack any character wading in the water.

DMs Note: The characters will not be attacked by the Blood Eels if they have accepted the offer of a lift from Harrek the Centaur (see encounter 20 - A Friendly face).

Blood Eels (2d6): hp 4 each (see

Appendix 1 - New Monsters)

As the path proceeds northwards the grass becomes shorter and the ground starts to rise gently. Ahead you can hear the sound of flowing water.

If the characters are visible, read the following:

Out from behind some tall bushes steps a magnificent beast, half man and half horse. He carries a bow in one hand and a quiver of arrows on his back. The creature is blocking your advance.

This creature is a Centaur and his name is Harrek. If the characters try to make conversation with Harrek he will be polite and courteous. He will explain that he is just trying to make his way in the world and will offer to transport the characters across the river one at a time on his back for 2gp per person. If the characters except and pay him for his services, Harrek will take them across one at a time and drop them off on the bank on the far side of the River. Once all of the characters have been safely taken across the Catfish River, Harrek will turn around and wade back through the water and gallop off down the south path. Should the characters refuse the offer made to them, Harrek will bid them good day and gallop off south down the path.

If the characters attack Harrek he will fight to the death.

Harrek the Centaur: hp 30 (see MM for more information)

22. Webs Everywhere! (EL3)

When the characters have crossed the Catfish River, read them the following:

You are now on the north bank of the Catfish River. The path continues north into the forest but you notice that there are thick thorn bushes on either side of the path.

If the characters decide to push their way through the sharp thorn bushes rather than taking the path they will suffer 1d2 points of damage per 20ft travelled within the bushes. The bushes cover 150ft in both directions from the path.

If the characters continue north along the path read them the following:

The path widens and bends sharply to the right. In front of you is a sight which makes you feel quite cold and sick to the pit of your stomach. The entire path and all the surrounding bushes are covered in large thick Spiders' Webs. You have few choices; either to start cutting your way through the Webs or turn back across the river.

This huge Spider's Web is home to a large, Monstrous Spider and two small, Monstrous Spiders which will attack any creature who touches the Web.

If the characters kill the Spiders and decide to continue cutting their way through the Webs they will discover the body of a long dead warrior. The warrior is wearing a suit of medium sized Full Platemail Armour and carries a magical Greatsword +1. In his backpack there are 2 potions of Cure Light Wounds.

Web: Escape artist (DC13); Break (DC17); Hit points 12

large, Monstrous Spider: hp 25 (see MM, Vermin for more information)

large, Monstrous Spider Venom: Injury; Fort save (DC13); Initial damage 1d6 Str; Secondary damage 1d6 Str

small, Monstrous Spiders (2): hp 6, 5 (see MM, Vermin for more information)

small, Monstrous Spider Venom: Injury; Fort save (DC10); Initial damage 1d3 Str; Secondary damage 1d3 Str

23. Cavetroll's Cave (EL1)

If the characters take the east turning, read them the following:

The narrow, hardly trodden path leads further into the dense forest and ends at a cave entrance. The path does not appear to go any further east.

Ask any characters who have followed the path to the cave entrance to make a skill (Listen) check (DC10). If they are successful they will be able to hear a very deep snoring noise emanating from within the cave.

This cave belongs to a rather grumpy Titan Cavetroll. The Titan Cavetroll is sleeping heavily after being out all night raiding the local farms and villages. If the characters enter the cave, the Titan Cavetroll will wake if it makes a successful skill (Listen) check (DC10). This is unless the characters are moving silently of course in which case it must make an opposed skill (Listen / Move silently) check to hear them. If the Titan Cavetroll wakes and sees the characters it will attack them to the death. Should the characters succeed in getting into the cave without waking the beast, read them the following:

The cave is cold and damp. The snoring noise is much louder now but it seems to be the echoing off the walls which makes it sound much worse than it actually is. As your eyes grow accustomed to the dark you can see a bulbous figure asleep in the large stone chair at the back of the cave. The figure is humanoid in shape but with dark, wrinkled skin. It is wearing animal furs for clothes and you can clearly see a wooden club lying across its lap. Animal bones litter the cave floor.

If the characters make a successful skill (Spot) check (DC10) they will just be able to see a leather bag hanging on the back of the stone chair. The bag contains the spoils of the creature's raiding last night: 63gp, a gemstone worth 20gp and a small brass bell. The small brass bell is non-magical but has great sentimental value and belongs to a priest called Adam of the Vale (see encounter 24)

Titan Cavetroll: hp 20 (see Appendix 1 - New Monsters)

24. Adam of the Vale (EL1)

As the characters near this location, read the following:

The valley floor is green and pleasant. It seems hard to believe that such a tranquil place could be home to so many loathsome creatures.

Ahead in the distance, walking along the path towards you is the portly shape of a man dressed in dark brown robes.

The portly figure is a Cleric called Adam of the Vale. Last night someone broke into his small chapel, which is located on the north side of the Red River, and stole his small brass bell (see encounter 23 - Troll's Cave). The brass bell isn't worth any money and has no magical properties, but it has been passed down from clergy to clergy within the chapel for many, many years without being lost or stolen! Adam has decided to look for the small brass chapel bell and will not return without it.

If the characters attempt to talk to the cleric he will be very scared and jittery. He will, however, explain why he is in the forest and ask if the characters have found the small brass bell. As a reward for the small brass bell, Adam is willing to offer a Potion of Cure Light Wounds and cast Any Cure spell on the party.

If he is attacked, Adam will fight to the best of his ability.

Adam of the vale, male Human Clr1: CR 1; Size M (6 ft. tall); HD 1d8+2 (hp 10); Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 13 (+1 Dex, Leather Armour) touch 11, Flat footed 12; Attack +4 melee (Quarterstaff 1d6+3 20/x2); Full attack +4 melee (Quarterstaff 1d6+3 20/x2); SV Fort +4, Ref +1, Will +4; AL LG; Str 16, Dex 12, Con 14, Int 12, Wis 14, Cha 13. Languages Spoken: Common, Dwarven. Skills and feats: Craft +5, Hide +1, Knowledge (religion) +5, Listen +4, Move silently +1, Spot +4, Swim +5, Survival +4; Combat casting, Weapon focus (Quarterstaff). Equipment: Leather Armour, Quarterstaff and a potion of Cure Light Wounds (heals 1d8+3 hit points).

Cleric Domains:

Earth - Granted Power: Turn or destroy air creatures as a good cleric turns Undead. Use these abilities a total number of times per day equal to 3 + your Charisma Modifier. This granted power is a supernatural Ability.

Fire - Granted Power: Turn or destroy water creatures as a good cleric turns Undead. Use these abilities a total number of times per day equal to 3 + your Charisma Modifier. This granted power is a supernatural Ability.

Cleric Spells Per Day: 3/2+1.

Cleric Spells Revised: 0 level - Create water, Detect poison, Resistance. 1st Level - Burning Hands (Domain spell), Cause fear, Comprehend languages.

25. An Abandoned Hut (EL1)

As the characters approach this encounter, read them the following:

The path you are following descends into the valley. Just to the right of the path you can see an old wooden Hut. The Hut is rather small and the door is ajar.

If the characters enter the Hut, read the following:

The Hut consists of a single room containing a fireplace, a wooden bed, a table and two chairs, a washing bowl and old wooden chest and shelves which are crammed full of different kinds of birds eggs. There is





a lot of dust in the room. It doesn't look as if it has been lived in for quite a while.

This Hut once belonged to an old sorcerer who had a fascination with bird-life. He would spend most of his time collecting different types of birds' eggs and cataloguing them in his diary. The sorcerer died out in the woods several weeks ago of natural causes.

Trap: The chest is locked. The key was with the old sorcerer when he died in the woods and is now lost forever. Any character who attempts to open the chest without disarming the trap will set off the burning hands trap.

Lock: Simple; skill (Open lock) check (DC20)

Burning Hands Trap: CR 2; Magic device; proximity trigger (Alarm); automatic reset; spell effect (Burning Hands, 1st-level Sorcerer, 2d4 fire, Reflex save DC11 for Half damage); Search (DC26); Disable Device (DC26).

Inside the chest are: a scroll with the following 2nd level sorcerer spells on - Acid arrow and Continual flame; a small bag with 30gp in and a wand of Magic Missiles (1st level) with 19 charges remaining.

If the characters look around the room and make a successful skill (Search) check (DC20) they will find a small box hidden in the fireplace. The box contains an ornate ring set with an emerald. The ring is worth 400gp.

26. Spiked Pit Trap (EL2)

If the characters are following this path, read the following:

This path runs along the base of a small, rocky hill.

Hunters use Darkwood Forest to catch all manner of fierce creatures: bears, boars and wolves are top of the list because their pelts will sell for good money in the local towns and villages.

Trap: Dug into the middle of the pathway, and very well concealed, is one of these traps. A 20 foot deep Spiked Pit Trap has been positioned here to catch wild bears. Any character walking along the path who fails to notice the camouflaged pit, skill (Search) check (DC21), will fall in unless they make a successful Reflex save (DC20).

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; Reflex save (DC20) avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Pit Spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search (DC21); Disable Device (DC20).

Except for the spikes, there is nothing at all at the bottom of the pit. Any characters who fall into the pit and survive must make a successful skill (Climb) check (DC15) to climb out.

27. Sword in Stone (EL0)

As the characters approach this encounter ask them to make a skill (Spot) check (DC20). If they are successful read them the following:

The land here is quite rocky. Tall trees grow on either side of the path. Almost obscured by the tree line, you can just about make out the handle of a Sword protruding from a rock within the forest.

Many years ago, a holy knight who was passing through the forest fought and killed a terrible demon. Amongst the demons treasure hoard was a magnificent, magical Longsword which had been forged by the Dwarves for an Elven Prince. Written on one side of the blade are the Elvish runes for peace and power. The runes are repeated in Dwarven on the other side. Not wishing for such a valuable, and not to mention sentimental, weapon to fall into the wrong hands, the knight (using all of his strength and indeed the help of his deity) plunged the sword into the stone floor. Here it has remained, undetected for hundreds of years.

The holy Knights deity put the following charm on the Sword in the stone: Only characters of a Good alignment may attempt to pull the Sword from the stone. Evil aligned characters take 1d4 damage (Reflex save DC10 for Half damage) every time they touch the sword; a Good aligned character may make a single attempt to pull the Sword from the stone. If the attempt failed, every consecutive attempt will automatically fail.

To pull the Sword from the stone a Good aligned character must make a successful Ability (Strength) check (DC20).

The Sword is a Magical Longsword +2

28. Wild Hill Men (EL2)

The path that the characters are following runs along the east side of a small, rocky hill. Read the characters the following:

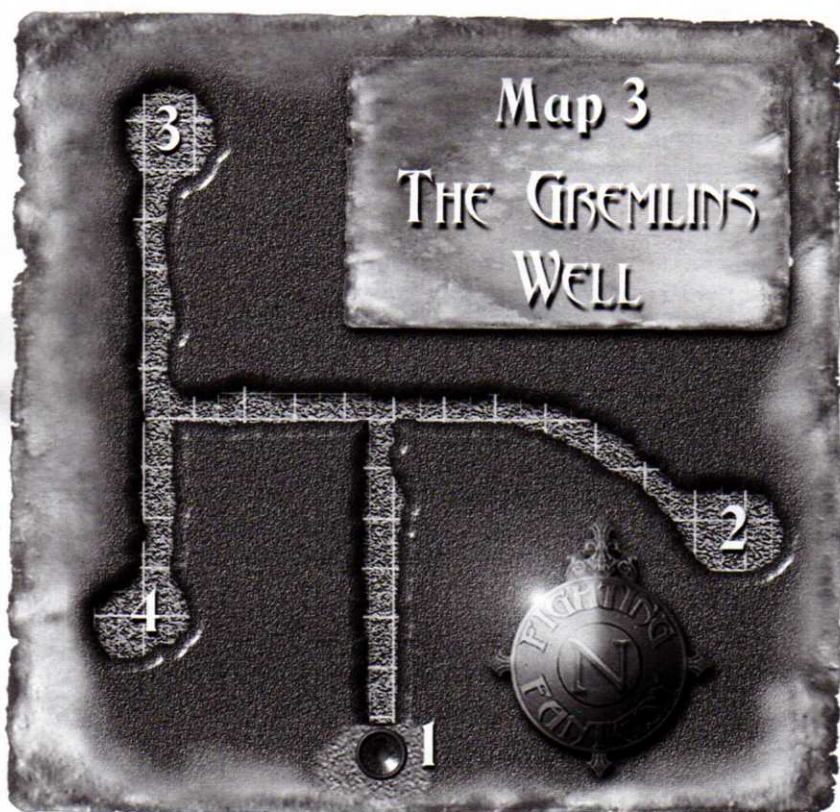
To the north is a small rocky hill which can be seen above the line of the trees. The path bends sharply to the north, then cuts through a small ravine which runs between the hill and a large rock mass.

Two Wild Hill Men have been living in this area for most of their lives. They survive by killing and eating rabbits and other small animals who venture on to their hill. Unless the characters are hiding or invisible, the Hill Men will have spotted them coming along the path and have set up an ambush at the ravine.

Tactic: The Wild Hill Men will start their assault by firing arrows at the characters. They will then climb down the back of the rock to engage the characters in melee combat on the path.

Wild Hill Men (2), male Human Ftr1(both): CR 1 (each); Size M; HD 1d10-1 (hp 9, 7); Init +2 (+2 Dex); Spd 30 ft.(6 squares); AC 12 (+2 Dex); Attack +2 melee (Club 1d6+1 20/x2) or +4 ranged (Longbow 1d8 20/x3); Full attack +2 melee (Club 1d6+1 20/x2) or +4 ranged (Longbow 1d8 20/x3); SV Fort +1, Ref +2, Will +0; AL N; Str 12, Dex 15, Con 9, Int 10, Wis 11, Cha 7. Languages Spoken: Common. Skills and feats: Balance +2 Hide +2, Listen +2, Move silently +2, Spot +4, Swim +3; Alertness, Point blank shot, Weapon focus (Longbow). Equipment: Animal furs, Wooden club, Longbow and 15 arrows each. One of the Hill Men has a small silver key tied around his neck. The key is important (but not necessary) to the adventure and can be used to open the door to the crypt in encounter 36 - The Crypt.





29. The Gremlin's Well (EL1-2)

DMs note: Please refer to Map 3 - The Gremlin's Well

Map 3 - Location 1. The Well (EL0)

As the characters near this location, read the following:

On the north side of the path there is a small clearing in which an old, stone Well stands.

A closer inspection of the Well will reveal it to be in quite good condition. If the characters look into the Well they will be able to see a small wooden ladder leading 20ft. down to the water below. If the characters make a successful skill (Spot) check (DC10) while looking into the Well, read them the following:

Just above the level of the water at the bottom of the Well, you can see a small circular opening. The opening is next to the ladder and looks just big enough for a Human to crawl into.

This is the entrance to the home of some Gremlins. The wooden ladder leading to the entrance is not designed to hold the weight of medium sized creatures in Armour and may buckle under such weight.

If the characters climb down the ladder ask them to make an Ability (Luck) check (DC10). If they are unsuccessful a wooden rung will snap under their weight. If a rung snaps due to bad Luck, ask the character to make a Reflex save (DC15) or they will fall into the water below.

Any character who falls into the water can easily make their way to the ladder with a skill (Swim) check (DC5). However, the splashing noise will alert the Gremlins to the characters presence (as will shouting down the Well).

DMs Note: The tunnel, just above the water, at the bottom of the Well is 4ft. in diameter. Characters taller than this will not be able to stand up and will have a -4 Attack penalty with bludgeoning and slashing weapons (due to the restricted space); however, small creatures do not suffer this penalty. Characters of medium size will only be able to crawl one at a time along the tunnels. There is no light down below in the Gremlins' tunnels, so any characters without Darkvision will need a light source. All rooms within this mini-dungeon are also only 4ft. high.

Map 3 - Location 2. Gremlin Chief (EL1)

DMs note: If the characters have made their presence known to the Gremlins (either by shouting, falling into the water or by some other means), the Gremlin leader will smash the clay hand in his room and rush over to the other Gremlins in locations 3 and 4.

From there, they will attack the characters as soon as they appear in the corridor (that way they will fight the characters one at a time due to the limited space in the tunnels).

As the characters approach this location (and have the means to see), read the following:

Ahead you can see a curtain hanging across the tunnel, obscuring what lies beyond.

These are the quarters of the Gremlin chief. As with all the rooms in this mini dungeon, the Gremlin chief does not have much in the way of furniture. A small bed and a table and chair are the room's only features. If the characters have managed to reach this location without alerting the Gremlins they will find the Gremlin chief sat at the table examining a red clay figurine of a human hand. The Gremlin chief will attack the characters to the death if he sees them, smashing the clay figurine with his small hammer before doing so.

If the characters kill the Gremlin chief they will find that he wears a gold medallion around his neck. The medallion is worth 25gp and has no significance to this adventure. There is nothing else of value or interest in this room.

Gremlin Chief: hp 6 (see Appendix 1 - New Monsters)

Map 3 - Location 3. Barracks (EL1)

As the characters near this location (and presuming they have the means to see), read the following:

Ahead you can see a curtain hanging across the tunnel, obscuring what lies beyond.





The tunnel leads to a small room which is lived in by 2 Gremlins.

The Gremlins will attack the characters at the most opportune moment.

If the characters kill the Gremlins and search around the room, they will find 2d6 silver pieces scattered on the floor.

Gremlins (2): hps 4, 3 (see **Appendix 1 - New Monsters**)

Map 3 - Location 4. Gremlin in a Box (EL1)

As the characters near this location (and presuming they have the means to see), read the following:

Ahead you can see a curtain hanging across the tunnel, obscuring what lies beyond.

DMs Note: The Gremlin in this room has either seen or heard the characters approaching and, rather than warning the others, has decided to hide in the box. If all of the characters are invisible or inaudible, this Gremlin will be busy tidying this room.

If the characters look behind the curtain they will see a small cave with some bits of furniture in it that are far too small for humans to use. At the back of the cave is a wooden box which is about 3ft. in height and width. Hiding in this box (unless otherwise stated) is a Gremlin which will attack the characters if they lift the lid of the box.

There is nothing of value or interest in this room.

Gremlin: hp 4 (see **Appendix 1 - New Monsters**)

30. Arragon the Arch-Mage (EL2)

The path leads to a small cottage set back in the trees.

A sign hangs over the door that reads, Arragon the Arch-Mage. If the characters creep around the house and look in through the window they will see a middle aged man dressed in purple sorcerer's robes and wearing a conical hat. The sorcerer is flicking through his collection of books in his single room cottage.

Arragon is not all that he appears to be. He is not an Arch-Mage by any means, infact he is barely a qualified sorcerer. Arragon created the sign on the front of his cottage to ward off would be thieves and attackers and this has worked to his advantage on several occasions.

If the characters knock at the door, Arragon will not answer for fear of his life. However, if they enter his cottage uninvited (and they are visible), read them the following:

An old man dressed in purple sorcerer's robes and a conical hat is sitting behind a desk in his cottage. He looks at you very angrily and stands up. "How dare you enter the house of Arragon the Arch-Mage uninvited. You are obviously foolish mortals who no doubt want to rob me of my valuables".

Regardless of what the characters attempt to reply to Arragon, he will continue to say: "It is I who will have the last laugh from our encounter. You will give me 25gp each or I will turn you to stone!". With this, Arragon will grab an ornate wooden staff, which is leaning against the wall, and point it at the characters. The ornate wooden staff is exactly that. It has no magical properties at all. Arragon is hoping to scare the characters with it.

DMs note: If any of the characters are wearing the Eye of Amber from encounter 8 - The Witch's Hut, it will start to glow when Arragon makes his threat. This should indicate to the characters that Arragon is lying.

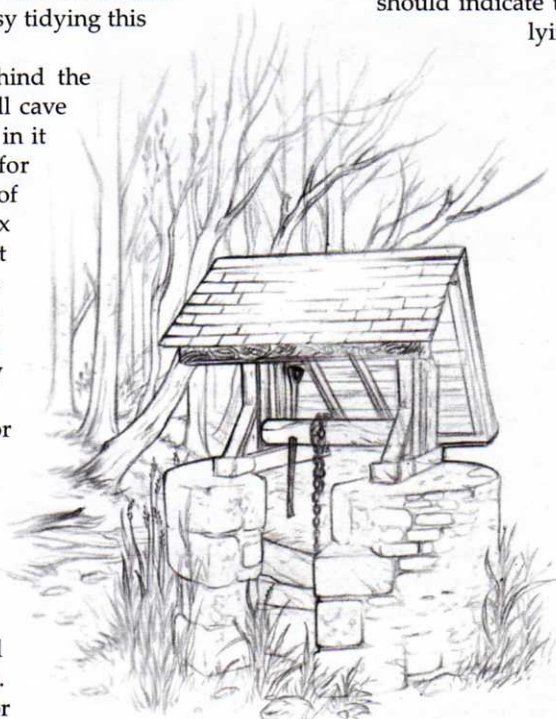
If the characters do not have enough money to give the scamming sorcerer, he will accept whatever money they do have before ordering them out of his house.

If the characters call Arragon's bluff and try to attack him, he will cower down behind the desk and beg the characters forgiveness. He will admit that he is not an Arch-Mage and that he only uses that to stop the local thieves and bandits from attacking him. Arragon will offer to pay the characters 15gp for their inconvenience and for them not to tell anyone the truth about him.

If the characters continue their attack, Arragon will fight to the death.

Should the characters kill or incapacitate Arragon they will be free to look around his cottage. Most of the stuff on the shelves is for show only. Only two of the books on the bookshelves actually have any writing in them. One is a cookbook and the other describes rare Forest plants. If the characters make a skill (Search) check (DC15) they will find the following items hidden within the cottage: a magical +1 Dagger, a Potions of Bull's Strength, a Potion of Cure Light Wounds and 15gp.

Arragon male Human Sor1: CR 1; Size M (5 ft., 10 in. tall); HD 1d4+1 (hp 5); Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.(6 squares); AC 12 (+2 Dex) touch 12, Flat footed 10; Attack +1 melee (Quarterstaff 1d6+1 20/x2); Full attack +1 melee (Quarterstaff 1d6+1 20/x2); SV Fort +1, Ref +2, Will +0; AL LN; Str 13, Dex 14, Con



12, Int 15, Wis 7, Cha 16. Languages Spoken: Common, Dwarf and Sylvan. Skills and feats: Climb +2, Hide +2, Listen -1, Move silently +2, Spellcraft +6, Spot -1; Combat casting, Improved initiative.

Sorcerer Spells Known (5/4): 0th -- Dancing Lights, Detect Magic, Ghost Sound, Mage Hand. 1st - Magic Missile, Sleep

31. Mud (EL0)

As the characters near this location read the following:

You can hear a strange bubbling noise coming from up ahead.

If the characters investigate the noise, continue to read the following:

To the west of the path is a large pool of mud. The mud has steam rising from it and is bubbling noisily.

The area where the mud is bubbling was once a religious Elven grove which was blessed by the Goddess Galana.

If the characters bathe in warm mud it will heal 1d6+2 hit points of damage. The healing property of the mud will only work once per character in a 24 hour period. If any mud is removed from the grove it will lose its healing properties.

32. Fungus (EL0)

As the characters near this location, read the following:

Just to the west of the path you behold a strange sight. Someone (or indeed something) has painted a yellow arrow which points into the trees. From here you just about make out another arrow some 20 feet away.

DMs note: If the characters follow the arrows into the forest, please refer to Map 4 - Fungus.

Map 4 - Location 1. The Hollow Tree (EL0)

If the characters follow the yellow arrows they will find a further 5 more before they end at an old dead tree (the path that the characters were following is some 300ft. to the east). If the characters examine the tree they will discover that the inside is hollowed out and that a shaft leads down 20ft. to a tunnel heading west below. Any character who wants to climb down the shaft must make a skill (Climb) check (DC10).

The tunnel is only 4ft. tall and any medium sized characters will have to crawl along the ground on their hands and knees. The tunnel heads west for about 60ft. before opening up into a huge cavern.

Map 4 - Location 2. Fungus (EL2)

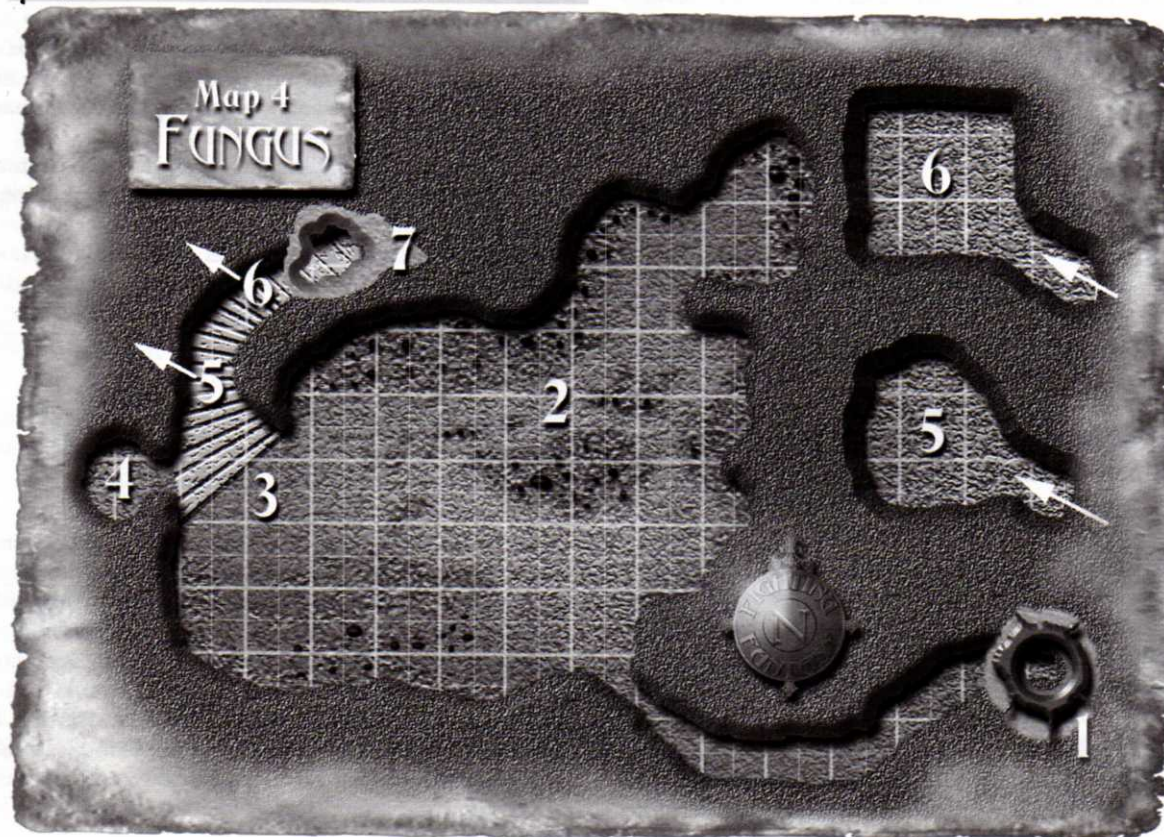
If the characters have followed the tunnel to this location, read them the following:

At last, the small tunnel opens out into a huge cavern. You can see light streaming in through a large hole in the ceiling some 40ft above you.

If the characters proceed into the cavern, continue to read them the following:

The walls of the cavern are damp and slimy. Small, pale-skinned Humanoids are scattered about the cavern floor. They appear to be tending crops of different-coloured Fungi. On the far wall, stone steps rise past three alcoves and up to the hole in the ceiling through which the daylight shines through.

The small Humanoids are Clones (see **Appendix 1 - New Monsters**) and they will not acknowledge the





characters presence, in fact they will just continue to move amongst the different coloured Fungi (even if threatened) removing unwanted insects and dead leaves. The Clones are tending to a crop of Allansian Luckseed Fungus under the watchful eye of a Lesser Fire Demon who dwells within the third alcove on the stairs. The Demon is aware that the local Gremlins find the Fungi a delicacy and is selling it to them in exchange for anything the Gremlins can steal from the locals or travellers in the forest.

Allansian Luckseed Fungus comes in two varieties: red-topped and green-topped. The green-topped has strange healing qualities, but these qualities only work on Humans and Elves. If a Human or Elven character eats a handful of the green-topped Fungus it will heal 1d4 hit points. The green-topped Fungus can be picked and used at a later time, but once picked it will only last 12 hours before withering and losing its healing properties. It has no effect on other races.

The red-topped Fungus is poisonous to anyone who eats it (except Gremlins).

Red-topped Luckseed Fungus (Poison): Ingested; Fort save (DC18); Initial damage 1d4 Str; Secondary damage 1d6 hit points.

Clones (15): hp 3 each (see **Appendix 1 - New Monsters**)

Map 4 - Location 3. Stairs (EL0)

As mentioned before, the stone stairs lead up to a hole in the ceiling through which the daylight enters. There are three Alcoves on the stairs at various intervals. The first is actually on the same level as the cavern floor (see Location 4. The First Alcove), the second is just under half way up (see Location 5. The Second Alcove) and the last one is almost near the top (see Location 6. The Third Alcove).

Map 4 - Location 4. The First Alcove (EL0)

If the characters stop to look into the First Alcove, they will see a small wooden chest and a large wooden barrel.

The wooden chest is locked and will require either a skill (Open lock) check (DC15) or an Ability (Strength) check (DC15) to break it open. Inside the small wooden chest is 45gp, 70sp and 3 gemstones worth 50gp each.

To open the large wooden barrel, the characters need to simply lift the lid. Inside the barrel are 10 Shortswords, 6 Longswords, a Greatsword and a Heavy Steel Shield. The Heavy Steel Shield is magical and once belonged to an emperors bodyguard. The Shield is a magical +2 Heavy Steel Shield.

Map 4 - Location 5. The Second Alcove (EL1)

The Second Alcove is in fact a small cave. Inside are six armoured Clones who have been programmed to attack anyone who is not the Lesser Fire Demon. The Clones will attack on sight.

Warrior Clones (6): hp 4 each (see **Appendix 1 - New Monsters**)

Map 4 - Location 6. The Third Alcove (EL3)

Unless the characters are invisible, the Lesser Fire Demon will have learned of the characters intrusion

via a telepathic message from one of his Clones and will be planning to attack the characters on the stairs.

Tactic: as the characters ascend the stairs it will create a Flamewall (see **Appendix 2 - New Magic, New Spells**) to stop them in their tracks. It will then step out of the Third Alcove (which, again, leads to a small cave) and attack the characters to the death. If the characters kill the Lesser Fire Demon they will be free to examine the corpse and the cave. The Fire Demon wears a golden crown on his head worth 300gp. The crown is non-magical and has no significance to this adventure. Inside the cave is a magnificent throne which has been carved from a single piece of rock. The throne is far too heavy for the characters to lift or move. Grovelling on their hands and knees next to the throne are two Clones. If the characters have slain the Lesser Fire Demon the Clones will adopt the characters as their new master and follow them wherever they go.

Lesser Fire Demon: hp 22 (see **Appendix 1 - New Monsters**)

Map 4 - Location 7. The Way Out (EL0)

At the top of the stairs is an opening which leads back out into the forest at ground level. If the characters make a successful skill (Spot) check (DC10) they will be able to see the hollowed out tree some 100ft. to the south east. From the hollowed tree the characters can easily retrace their steps back to the path.

33. Cat-Folk (EL1)

As the characters approach this area, read the following:

The path you are following forces its way through gnarled trees and thorny bushes.

Hiding in the trees above the path and ready to pounce on the characters as they pass underneath is a Catwoman. The characters need to succeed in an opposed skill (Hide/Spot) check with the Catwoman in order to see her before she attacks.

If the Catwoman is killed and searched, the characters will find that she wears a pair of gold earrings worth 15gp.

Catwoman (Cat-Folk): hp 4 (see **Appendix 1 - New Monsters**)

34. Enslaved Elemental (EL1)

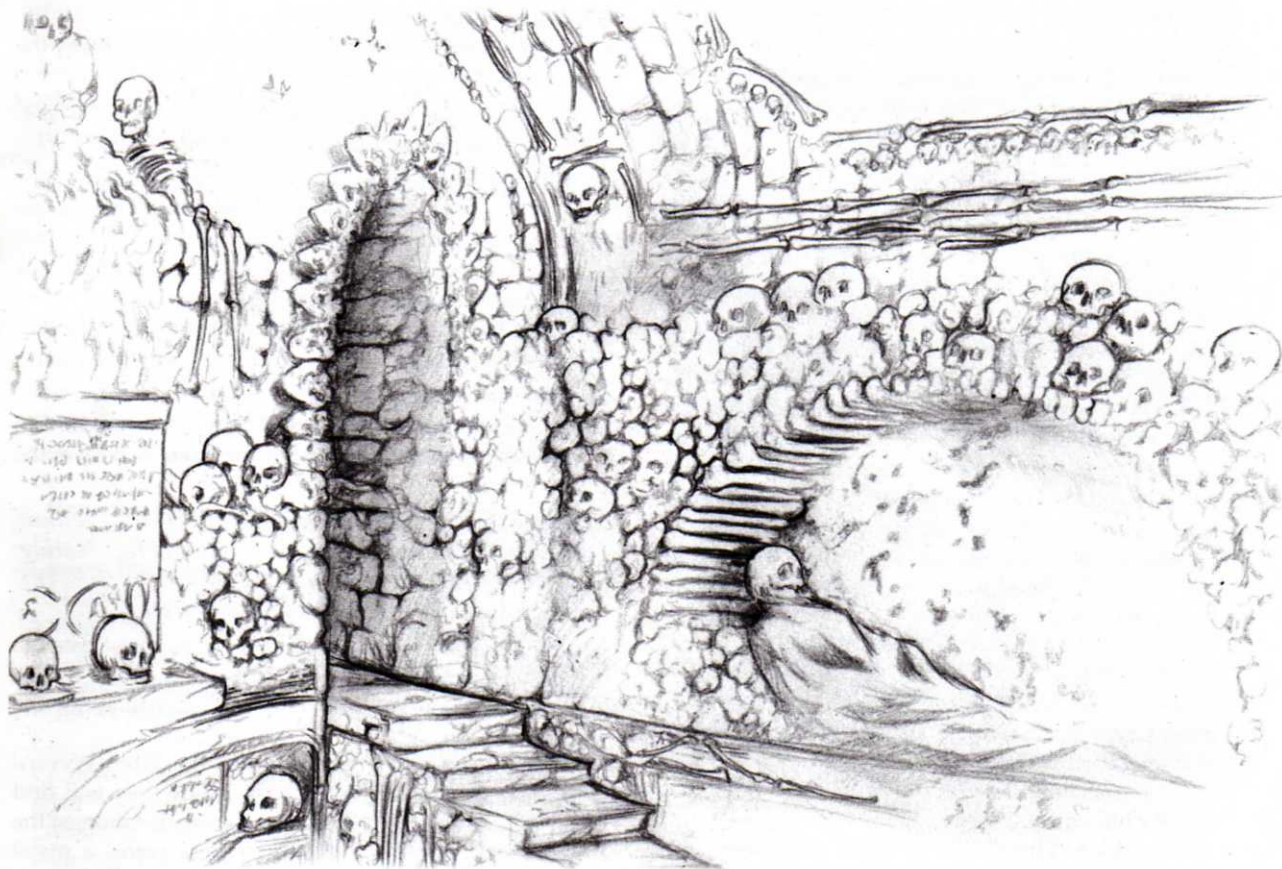
As the characters near this location, read the following:

To the east of the path you can see a large pond. Standing next to the pond is a small wooden hut with a thatched roof.

If the characters investigate the hut they will find that the front door is slightly open. The inside of the hut is completely bare apart from a single 4ft. high blue vase. If the characters look into the vase they will see a swirling mist just below the vase's neck.

An old sorceress once lived in this hut. One day, many years ago, she encountered a small Air Elemental and managed to capture it by tricking it into entering her huge blue vase and casting a Lesser Planar Binding spell on it. When the old sorceress died her possessions were stolen over a period of





time,
but none would dare
touch the vase for fear of the swirling mist within.

If the characters put their hand into the vase they will suffer an automatic hit from the incredibly unhappy Air Elemental. If the vase is smashed (which wont take much effort with a weapon) the small Air Elemental will attack the nearest person to it to the death. Inside the vase is 40gp and a Potion of Cat's Grace

Air Elemental, small: hp 9 (see MM elementals or the FFRPG, Chapter 19 Monsters for more information)

35. Mirewater Dwarf (EL2)

As the characters near this location, read the following:

Sitting on a felled log just up ahead, you can see a fully armoured Dwarf.

If the characters are visible the Dwarf will not be pleased to see them. He will ask if they have seen an injured Golden Eagle any where in the woods. If the characters ask who he is he will tell them that his name is Trumble of Mirewater.

Trumble hates the Stonebridge Dwarves. It was his Golden War Eagle, named Brithdar, who stole Gillibran's Warhammer. The Eagle has not yet returned home and Trumble fears the worst so he decided to search Darkwood himself. Trumble will not hear a bad word said against the Mirewater Dwarves and will

defend their honour with his life.


Trumble, male Dwarf Ftr2: CR 2; Size M (4 ft., 2 in. tall); HD 2d10+6 (hp 21); Init +1 (+1 Dex); Spd 20 ft. (4 squares); AC 16 (+1 Dex, Chainmail) touch 11, Flat footed 15; Attack +5 melee (Battleaxe 1d8+2 20/x3); Full attack +5 melee (Battleaxe 1d8+2 20/x3); SQ: Darkvision 60ft, Dwarf traits ;SV Fort +6, Ref +1, Will -2; AL LE; Str 15, Dex 13, Con 17, Int 12, Wis 7, Cha 10. Languages Spoken: Common, Dwarven, Giant. Skills and feats: Climb +1, Hide -4, Jump +4, Listen +2, Move silently -4, Spot +0; Cleave, Power attack, Weapon focus (Battleaxe). Equipment: Battleaxe, Chainmail Armour and a backpack containing: 4 days food, a Water Skin, 50ft silk Hemp Rope and a Potion of Cure Light Wounds.

36. The Crypt (EL3)

As the characters near this location read the following:

Through the trees to the west of the path you can see a small stone building which measures approximately ten feet square. The building has no doors or windows and is covered in moss and ivy.

If the characters make a skill (Search) check (DC18) they will discover that the north facing wall has a secret door in it. They will also discover that the secret door has a small key hole, which was obscured by the moss. The secret door will open if the characters have



found the small silver key which is in the possession of the Wild Hill Men (see encounter 28. Wild Hill Men) or if a character can make a skill (Open lock) check (DC25).

If the characters open the secret door, read them the following:

The secret door opens to reveal a stone room with a single feature: stone steps lead down in to the darkness.

The staircase leads to the Crypt of Cornelius Flax, an evil cleric who was buried here many, many years ago. Cornelius was the high priest for a secret covenant of worshipers for the God of Death. His reward for his services to the evil deity is to walk for eternity with the Undead as a Ghast!

Several weeks ago a Goblin (who had just left his brother after arguing about a Warhammer that they had found) discovered the Crypt. As luck would have it, a small silver key which the Goblin had stolen from a wandering cleric just that morning, fitted the secret door and opened it, but in his anticipation he dropped the key outside. He wandered down into the gloomy depths of the tomb hoping to find some long lost treasures to compliment his bronze Warhammer head. All that he found was a terrifying and painful death at the hands of the Undead Cornelius.

Two Wild Hill Men, who had ventured further away from their normal hunting grounds, discovered the open Crypt and the small silver key. Rightly fearing that an evil creature might be living down the steps, they immediately closed the Crypt door and fled back to their hill with the key.

DMs note: The Crypt is unlit and very dark. Characters without Darkvision will require a light source to see.

If the characters descend the stone steps and have the means to see, read them the following:

The stone steps lead to a small square room with a low ceiling. The floor is thick with dust and cobwebs. In the middle of the room is what appears to be a large stone box, measuring approximately 8ft. long by 4ft. wide and high. The lid of the stone box has an old man's face engraved on it. Sticking out from behind the stone box on the floor is the leg of a skeleton.

The skeleton belongs to the Goblin who lost his life here. The Goblin's only possession, the bronze Warhammer head with a G inscribed on it, is now being used as a head rest by the Undead Cornelius in the stone box.

In order to open the lid of the stone box the characters must make an Ability (Strength) check (DC20). If the lid is opened, Cornelius will attack the characters. If Cornelius is slain the characters are free to examine the coffin which contains the evil cleric's possessions: a magical suit of +1 Scale mail, a magical +1 heavy Mace, 4 Gemstones worth 75gp each and a bronze Hammer head inscribed with the letter G. The bronze Hammer head is the head of King Gillibran's fabled

Warhammer and is vital to the success of the adventure.

Ghast (Cornelius Flax): hp 22 (see MM, Ghoul or FFRPG, Chapter 19 for more information)

37. Forest Giant (EL2)

As the characters approach this area, read them the following:

Ahead you can hear the thumping of heavy footsteps and the sound of branches breaking! It sound like something very large is approaching.

The loud footsteps are being made a young Titan Forest Giant who is hunting (not very quietly) in this area. If the Giant spots the characters he will attack them at the most opportune moment.

Titan Forest Giant (Young): hp 18 (see Appendix 1 - New Monsters)

38. Wyvern's Nest (EL3)

The trees along this north path are beginning to thin out. As the characters near this location, read them the following:

To the east of the path you can see a clearing within the trees. Situated on the ground within the clearing is the largest nest you have ever seen in your life. The nest has a diameter of about fifteen feet!

If the characters are foolish enough to investigate the nest they will arrive at the same time as the owner returns, a Titan Wyvern. The creature will attack the characters on sight.

If the characters manage to kill the Titan Wyvern they are free to search the nest. Inside they will find lots of bones, some Human some animal. Amongst the debris and bones are 120gp in loose coins, a metal gauntlet and a golden ring. The metal gauntlet is magical and will bestow a +2 enhancement to Strength while worn. The gold ring is also magical but it is cursed. Anyone who wears the gold ring will suffer a -4 penalty to their Dex. The ring can only be removed with a Remove Curse spell.

Titan Wyvern: hp 30 (see Appendix 1 - New Monsters)

39. Rogues (EL2)

If the characters are visible when they approach this location, read them the following:

Walking along the narrow path you hear the sound of a twig snapping and the whispering of low voices coming from nearby within the trees.

The voices belong to a band of local rogues who ambush travelers entering the Forest from the north. It isn't often that travelers emerge from the forest, as most people prefer to walk around Darkwood rather than pass through it.

The leader of the rogues is a young tomboy called Farrah. She will step out of the bushes and warn the characters that they are surrounded and must pay a toll of 10gp each to continue on their journey or suffer a painful death. If the characters pay the toll they will be free to continue their journey out of the forest and on to Stonebridge. However, if the characters refuse to

pay, the rogues will attack mercilessly and to the death.

Farrah, female Human Rog2: CR 2; Size M (5 ft., 5 in. tall); HD 2d6+2 (hp 9); Init +7 (+3 Dex, Improved initiative); Spd 30 ft. (6 squares); AC 15 (+3 Dex, leather) touch 13, Flat footed 12; Attack +4 melee (Shortsword 1d6); Full attack +4 melee (Shortsword 1d6); SA Sneak attack +1d6; SV Fort +1, Ref +6, Will +2; AL LE; Str 10, Dex 17, Con 13, Int 10, Wis 14, Cha 7. Languages Spoken: Common. Skills and feats: Balance +8, Hide +5, Jump +5, Listen +6, Move silently +6, Open lock +6, Sleight of hand +6, Spot +5, Tumble +8; Improved initiative, Weapon finesse. Equipment: Leather Armour and a Shortsword.

If the rogues are defeated the characters may decide to search for their hideout. Ask any characters with the Tracking feat to make a skill (Survival) check (DC15). If they are successful they can follow the tracks back to the rogues hideout in the trees. There they will find 5 bed rolls and a small box containing 40sp, 25gp and a necklace worth 125gp.

Rory, Ginger, Baldric and Caliph, male Human Rog1 (4): CR 1 each; Size M; HD 1d6 (hp 6, 4, 5, 6); Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft. (6 squares); AC 13 (+1 Dex, leather) touch 11, Flat footed 12; Attack +0 melee (Dagger 1d4 19-20/x2) or +1 ranged (Dagger 1d4 19-20/x2); Full attack +0 melee (Dagger 1d4 19-20/x2) or +1 ranged (Dagger 1d4 19-20/x2); SA Sneak attack +1d6; SV Fort +0, Ref +3, Will +0; AL CE; Str 10, Dex 13, Con 10, Int 11, Wis 10, Cha 9. Languages Spoken: Common. Skills and feats: Balance +5, Bluff +3, Escape artist +3, Gather information +1, Heal +2, Hide +1, Listen +4, Move silently +1, Open lock +5, Search +4, Spot +0, Use rope +5; Dodge, Improved initiative. Equipment: Leather Armour and a Dagger

Concluding the Adventure

If the characters make their way through Darkwood Forest and out the north exit (past the rogues) read them the following:

Eventually the north path leads out of the forest and into a ploughed field. Ahead you can see a stone bridge which crosses the Red River and a sign which reads, City of Stonebridge 3 miles.

If the characters have not found both pieces to King Gillibran's Warhammer (which are in encounter 14. Ogre's Cave and encounter 36. The Crypt) they can either quit while they are still alive and leave the forest in search of another adventure or return to the forest and seek out the missing pieces of the Warhammer.

If the characters have found the two missing pieces of King Gillibran Ironhelm's fabled Warhammer (which are in encounter 14. Ogre's Cave and encounter 36. The Crypt) and take it back to the city, read them the following:

You cross the old bridge and follow the path to the walled city of Stonebridge. When you arrive, you are asked your business at the main gate to which you answer that you wish to see the King as a matter of the up-most importance. The Dwarven guards eye you suspiciously but agree to do so.

You are led through the city by four guards past markets, shops and smithies. You are aware of the Dwarfish folk watching you as you pass. They begin to follow you and quite a procession builds up behind. There are lots of mutterings and whispers amongst the Dwarves and expectant looks show on their faces. Soon you arrive at the steps which lead up to the palace, once again your escorts lead the way. At the top of the steps, outside the palace an impressive looking dwarf wearing a golden crown is sitting on an ornate wooden throne which overlooks the city. The King looks up at you, "How can Stonebridge be of assistance?", he says in a low, miserable voice. You reach into your backpack and produce the two parts of the missing Warhammer. The King's eyes immediately light up and he jumps to his feet, taking the weapon from you he shouts, "My Hammer, my Hammer! We are saved. Now, my people, we are ready to fight the Hilltrolls".

The whole crowd erupts into cheering, waving their axes and swords in the air. You tell the King about Bigleg's misfortune and why you decided to continue his quest. Gillibran listens to your story and frowns at the news of Bigleg, his faithful servant.

You are invited to dine at the King's table that evening where he presents each of you with an item of jewellery worth 1000gp. He also grants you the freedom of the city and a small house each as a reward for saving Stonebridge.





APPENDIX 1- NEW MONSTERS

Blood Eel

Small Animal	
Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	5 ft. (1 square), Swim 30 10 ft. (6 squares)
AC:	14 (+1 size, +2 Dex, +1 natural), touch 13, Flat footed 12
Base Attack / Grapple:	+0/-5
Attack:	Bite +3 melee (1d4-1)
Full attack:	Bite +3 melee (1d4-1)
Space / Reach:	5 ft./5 ft.
Special Attacks:	none
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con 10, Int 2, Wis 11, Cha 6
Skills:	Listen +2, Spot +2
Feats:	Track ^B , Weapon finesse
Environment:	Fresh water
Organization:	Solitary, pair, or fry (3-5)
Challenge Rating:	½
Treasure:	None
Alignment:	Usually neutral
Advancement:	2 HD (Small)



Level adjustment: -

Typically around one metre in length, Blood Eels are ferocious predatory animals. While they normally only employ their razor sharp teeth on fish, they are aggressive enough to target larger animals which find themselves in the water - Humans being no exception.

Combat

Blood Eels attack by furiously biting with their needle-like teeth.

Cat-Folk

Cat-Folk, 1st-Level Warrior

Medium Humanoid (Cat-Folk)

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
AC:	14 (+3 Dex, +1 natural), touch 13, Flat footed 11
Base Attack / Grapple:	+1/+1
Attack:	Claw +4 melee (1d4+1)
Full attack:	2 Claws +4 melee (1d4+1)
Space / Reach:	5ft./ 5ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, Scent
Saves:	Fort +2, Ref +3, Will -1
Abilities:	Str 13, Dex 16, Con 11, Int 6, Wis 9, Cha 8
Skills:	Balance +6, Hide +6, Listen +0, Move silently +6, Spot -1
Feats:	Dodge, Weapon finesse
Environment:	Temperate or warmer forest
Organization:	Solitary, pair, or pride (2-6)
Challenge Rating:	½
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level adjustment:	-

Cat-Folk average 5 feet tall and typically weigh just over 100 pounds. They are primitive and savage beings, behaving very much like big cats such as Leopards or Tigers. They are highly territorial, and may attack without provocation if they perceive another being as competition or a threat.

Cat-Folk can speak Sylvan, although they are often difficult to understand due to their primitive mindset. Exceptional Cat-Folk may pick up other languages, but they rarely bother to do so as they see most other races as either food or competition.

Most Cat-Folk encountered outside their homes are warriors; the information presented here is for one of 1st level.

Combat

Cat-Folk are impetuous warriors and leap into combat with a minimum of provocation. They will tend to rake with their claws repeatedly, hissing furiously - they will flee if seriously hurt, however.

Pounce (Ex)

If it charges a foe, it can make a full attack rather than a single claw attack.



Cat-Folk Traits (Ex)

Cat-Folk possess the following racial traits.

- +4 Dexterity, -4 Intelligence.
- Medium size.
- An Cat-Folk's base land speed is 30 feet (6 squares).
- Low-light vision.
- Weapon finesse: Cat-Folk gain the benefits of the Weapon finesse feat for free at 1st level.
- Cat-Folk gain a +2 racial bonus to Balance, Hide, and Move Silently checks.
- Automatic Languages: Sylvan. Bonus Languages: Common, Elven, Giant, Gnomish, Goblin.
- Favored Class: None. Cat-Folk gain no benefit by taking any class when multi-classing.

The Cat-Folk warrior presented here had the following Ability scores before Racial adjustments: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Clones

Worker

Medium Plant

Hit Dice:	1d8-1 (3hp)
Initiative:	-1
Speed:	15 ft. (3 squares)
Armour Class:	9 (-1 Dex), touch 9, Flat footed 9
Base Attack / Grapple:	+0/-1
Attack:	-
Full Attack:	-
Space / Reach:	5 ft./0 ft.
Special Attacks:	None
Special Qualities:	Darkvision 60ft, Plant traits
Saves:	Fort +1, Ref -1, Will -4
Abilities:	Str 8, Dex 9, Con 8, Int 1, Wis 2, Cha 1
Skills:	-

Feats:	-
Environment:	Underground
Organization:	Cluster (4-20)
Challenge Rating:	-
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	-

Warrior

Medium Plant

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armour Class:	13 (+1 Natural, +2 Leather), touch 10, Flat footed 13
Base Attack / Grapple:	+0/+0
Attack:	Spear +0 (1d8/x3)
Full Attack:	Spear +0 (1d8/x3)
Space / Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Darkvision 60ft, Plant traits
Saves:	Fort +6, Ref -1, Will +0
Abilities:	Str 10, Dex 11, Con 10, Int 1, Wis 2, Cha 1

Skills:	-
Feats:	-
Environment:	Underground
Organization:	Pair, or cluster (4-20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	-



Clones are living slaves created from enormous subterranean mushrooms for the express purpose of tending certain types of subterranean Fungi to be consumed by powerful denizens of Hell. They are virtually mind-



less, and submit to instructions issued to them by means of a magical crown or similar device, which is unique to each group of Clones.

They resemble hairless, pale Humanoids with a vacant expression on their faces. They do not possess the ability to speak.

Should they die, Clones simply melt into a puddle of ichor, which quickly grows back into the giant Fungus from which they were formed.

Combat

Worker Clones offer absolutely no resistance in a fight, and are considered helpless defenders (however, they are plants and so are not subject to critical hits). Warrior Clones take action to defend the worker Clones and the Fungus patch. Their tactics are very simple, they move towards the enemy and strike clumsily with whatever weapons they have been supplied with by their master.

Fire Demon, Lesser

Medium Outsider (Chaotic, Extraplanar, Evil, Fire)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft. (6 squares) or Fly 60 ft. (good)

Armour Class: 15 (+5 Natural), touch 10, Flat footed 15

Base Attack / Grapple: +4/+6

Attack: Longsword +6 melee (1d8+2+1 Fire damage) or whip +6 Melee touch (1 Fire damage, plus pain)

Full Attack: Longsword +6 Melee (1d8+2+1 Fire damage) and whip +1 Melee touch (1 Fire damage, plus pain)

Space / Reach: 5 ft./5 ft.

Special Attacks: Fiery touch, Fire breath, Whip

Special Qualities: Damage reduction 5/magic, Dark tongues, Darkvision 60 ft.

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 14, Dex 11, Con 12, Int 11, Wis 12, Cha 17

Skills: Intimidate +10, Knowledge (arcane) +7, Knowledge (planes) +7, Listen +8, Search +8, Sense motive +8, Spellcraft +7, Spot +8

Feats: Power attack, Cleave

Environment: Any warm or temperate land

Organization: Solitary or War band (6-20)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-7 HD (Medium)

Level Adjustment: -

The Lesser Fire Demon resembles its more powerful cousin - a tall, red-skinned man with great leathery wings, horns and cloven hooves instead of feet. This monstrous fiend is continuously wreathed in flames,



and further blasts of fire are regularly blown from its nostrils. Like their superiors, they are sent from Hell to strike at the good races, and to rally lesser evil beings such as Orcs and Goblins to serve their dark masters. They are ruthless, impatient beings renowned for butchering their own followers while waiting for another battle.

They rule the earthly races of darkness through fear and slaughter, and tolerate no insubordination whatsoever. They are notoriously difficult to control, and are rarely engaged by even the more depraved sorcerers of the earthly planes.

Combat

The Lesser Fire Demon prefers to close with a cornered foe, breathing flames over them and ruthlessly hacking them to the ground. It will fight intelligently, using the most aggressive tactics it can. Lesser Fire Demons are wrathful in the extreme, and will not accept surrender once they have begun an assault. If slain, they will be consumed by their own flames and vanish.

Dark Tongues (Sp)

A Lesser Fire Demon can speak the language of any Evil aligned creature within 100 feet.

Fiery Touch (Su)

Any weapon wielded by the Lesser Fire Demon deals 1 point of Fire damage as well as its Normal damage. Additionally, anything touching a Lesser Fire Demon with skin or a natural weapon takes 1 Fire damage.

Fire Breath (Su)

As a free action, the Lesser Fire Demon can project a stream of fire from the nostrils. This affects a 10 ft. cone directly in front of the demon, dealing 1d4 points of Fire damage, Reflex save DC 15 for half. This save is based on Charisma. The Lesser Fire Demon may use its breath weapon every 2d6 rounds.

Whip

The Whip of the Lesser Fire Demon is a strange, insubstantial weapon - it ignores armour in the same way as an incorporeal attack. It deals no Direct damage other than the effect of the demon's fiery touch, but it causes intense pain in living victims. Anyone struck suffers a -1 Morale penalty to attacks, Armour Class (AC), checks and saves for 10 rounds, a Fortitude save (DC15) negates. This save is based on Charisma. This is a mind affecting effect. This penalty is non-cumulative.

Gremlins

Gremlin, 1st-Level Warrior

Small Humanoid

Hit Dice:	1d8-1 (3 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armour Class:	11 (+1 size), touch 11, Flat footed 11
Base Attack / Grapple:	+1/-5
Attack:	Dagger +0 melee (1d4-2/x3)
Full Attack:	Dagger +0 melee (1d4-2/x3)
Space / Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +0, Will -1
Abilities:	Str 7, Dex 11, Con 8, Int 9, Wis 9, Cha 8
Skills:	Hide +4, Listen +2, Move silently +0, Spot +2
Feats:	Alertness
Environment:	Temperate forests and underground
Organization:	Solitary, pair, gang (2-10)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+0

Gremlins are short, skinny Humanoids with malicious and cowardly tendencies. They are considered to be a dangerous form of vermin, akin to rats in the eyes of most civilised folk.

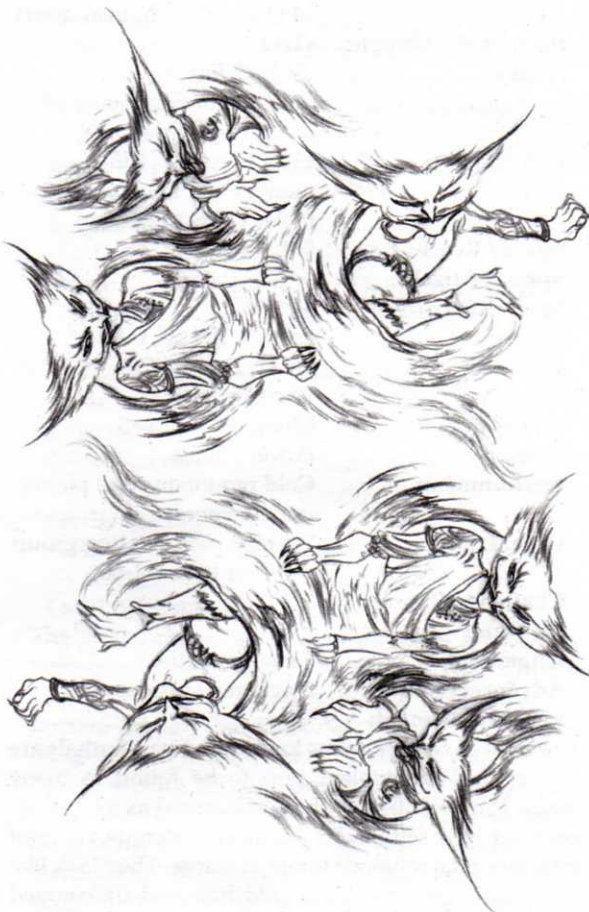
A Gremlin has green skin, pointed ears, and an oversized mouth and nose. Gremlins wear ragged clothing, often no more than discarded sacks. A Gremlin is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Gremlins speak Goblin with exceptionally high-pitched and grating voices.

Combat

Gremlins tend to panic and flee when their enemies do not fall quickly. They rarely attempt to engage larger

beings unless they have them outnumbered. When they do engage in battle, they tend to be chaotic, uncoordinated affairs.

The Gremlin warrior presented here had the following Ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.



Challenge Rating

Gremlins with levels in NPC classes have a CR equal to their character level -3.

Gremlin Characters

Gremlin characters possess the following racial traits.

- -6 Strength, -2 Constitution, -2 Intelligence.
- Small size: +1 bonus to Armour Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on Grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A Gremlin's base land speed is 20 feet (4 squares).
- Darkvision out to 60 feet.
- Racial Feats: A gremlin character gains feats according to its character class.
- Automatic Languages: Goblin. Bonus Languages: Common, Undercommon.
- Favoured Class: None. Gremlins gain no benefit by taking any class when multi-classing.
- Level Adjustment +0.



Neanderthal (Caveman)

Medium Humanoid

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. (4 squares) in hide armour, 30 ft. (6 squares) normal
AC:	14 (+1 natural, hide armour)
Base Attack / Grapple:	+1/+2
Attack:	Club +2 melee (1d6+1 damage) or Shortspear +2 melee (1d8+1 damage)
Full attack:	Club +2 melee (1d6+1 damage) or Shortspear +2 melee (1d8+1 damage)
Space / Reach:	5 ft. / 5 ft.
Special Attacks:	--
Special Qualities:	--
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 15, Int 6, Wis 11, Cha 8
Skills:	Climb +4, Jump +3
Feats:	Power Attack
Environment:	Cold mountains and plains, underground
Organization:	Solitary, pair, hunting group (3-10) or tribe (11-60)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral
Advancement:	By character class
Level adjustment:	+0

The brutish semi-humans known as Neanderthals are a primitive and violent race to be found in many areas. They will usually be encountered as a hunting-party or in a settlement - typically a crude circle of huts around a religious totem or statue. They look like thin, filthy humans, with wild hair and untrimmed claw-like nails on their hands and toes. They will be carrying crude spears and knives, and may be decorated with poorly made pendants, bracelets, and studs in their ears and noses. They are unintelligent beings and will sometimes be found in the service of a clever leader - an Orc, Goblin, or maybe even an evil Human. Neanderthals have a whole pantheon of primitive Gods, for they worship everything they don't understand from the sun to a mountain. One member of a tribe may be a Shaman, dressed up with bones, feathers and rattles and covered in bizarrely painted designs. They have no special powers except a great sense of theatre and ritual - anyone demonstrating real magic to a Neanderthal tribe can expect to be treated as nothing less than a God!

There are even more primitive tribes of Neanderthals who dwell primarily in caverns and underground, these primitives are often referred to as Cavemen. They rarely wear armour and more often make use of simple clubs rather than spears.



Neanderthal Characters

Neanderthals are a brutish bunch, and typically those who excel within their primitive culture are Fighters.

Combat

Neanderthals are uninspired when it comes to battle-tactics; they tend to run towards the enemy yelling and screaming incomprehensible war cries. Occasionally, when hungry they may try to creep up on an enemy and then surprise them by rushing from concealment, attacking in their usual fashion. They favour crude spears and improvised blunt weapons, as they lack the ability to make iron weapons.

Shape Changer

Medium Monstrous Humanoid (Shapechanger)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armour Class:	15 (+1 Dex, +4 natural), touch 11, Flat footed 14
Base Attack / Grapple:	+4/+5
Attack:	Claw +5 melee (1d6+1)
Full Attack:	2 claws +5 melee (1d6+1), bite +3 melee (1d6+1)
Space / Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Change Shape
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 12, Dex 13, Con 12, Int 7, Wis 11, Cha 10
Skills:	Disguise +11, Listen +3, Spot +3
Feats:	Dodge, Great fortitude
Environment:	Any

Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement: -



Shapechangers are carnivorous monsters with the power to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, with scaled green skin and a row of sharp spines down its back, feral red eyes and enormous claws and teeth.

They spend most of their time disguised as some less dangerous Humanoid creature, until they can draw close to their next meal - then they strike!

Shapechangers do not communicate, nor do they seem interested in any other race except as food.

Combat

When in its natural form, a Shapechanger claws and bites at a single opponent - they do not possess the mental discipline to refrain from assuming their natural form in combat.

Change Shape (Su)

A Shapechanger can assume the shape of any Small or Medium Humanoid. In Humanoid form, the Shapechanger loses its natural attacks. A Shapechanger can remain in its Humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a Shapechanger reverts to its natural form when killed. A True Seeing spell or Ability reveals its natural form.

Skills

A Shapechanger has a +4 Racial bonus on Disguise checks.

Stingworm

Large Vermin
Hit Dice: 3d8 (13 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armour Class: 14 (-1 size, +5 natural), touch 9, Flat footed 14
Base Attack / Grapple: +2/+8
Attack: Sting +4 melee (1d6+2 plus venom)
Full Attack: Sting +4 melee (1d6+2 plus venom)
Space / Reach: 10 ft./5 ft.
Special Attacks: Venom
Special Qualities: Tremorsense 60 ft., Vermin traits
Saves: Fort +3, Ref +1, Will +2
Abilities: Str 14, Dex 11, Con 10, Int -, Wis 13, Cha 2
Skills: Listen +5
Feats: -
Environment: Temperate forests
Organization: Solitary, swarm (2-5), or nest (11-20)
Challenge Rating: 3
Advancement: 6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment: -

The Stingworm is a carnivorous worm armed with a venomous stinger in the tail section. They grow to a length of around 5 metres, with a yellow multi-segmented body. The favoured hunting tactic of the Stingworm is to bore out a pit, coated with their own slime - victims slipping down into the pit will probably be unable to climb out again. They detect their prey by sensing vibrations in the ground caused by movement. Once they have found a likely meal, they will sting it until it becomes motionless and then slowly swallow the unfortunate victim and digest them over a long period.

Venom (Ex)

Injury, Fortitude DC 11, initial and Secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills

Stingworms have a +4 Racial bonus on Listen checks.



Titan Cavetroll

Medium Humanoid

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1 (Dex)
Speed:	30 ft. (6 squares)
AC:	5 (+1 Dex, +4 natural)
Base Attack / Grapple:	+2/+5
Attack:	Claw +5 melee (1d4+3 damage) or greatclub +5 melee (1d10+4 damage)
Full attack:	2 claws +5 melee (1d4+3 damage) and Bite +0 melee (1d4+1 damage) or Greatclub +5 melee (1d10+4 damage)
Space / Reach:	5 ft. / 5 ft.
Special Attacks:	--
Special Qualities:	--
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 17, Dex 12, Con 15, Int 6, Wis 11, Cha 6
Skills:	Climb +6, Jump +6
Feats:	Power attack, Cleave
Environment:	Underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always evil
Advancement:	By character class
Level adjustment:	+2



Trolls are large, ugly Humanoids related to Ogres, Orcs, Goblins and a variety of lesser crossbreeds. They may be found in many lands but always doing what they most enjoy - being thoroughly evil! From the civilised Troll mercenaries of Port Blacks to the savage Hilltrolls of the Moonstone Hills and beyond, these creatures delight in torture, death and worse. There are a number of different types of Troll found in different areas of the world.

Violent, stupid and thus very dangerous, Cavetrolls are the most primitive of all Troll races. They tend to be leaner than other Trolls, their bodies lithe and muscular with long arms that end in sharpened claws. They are uglier, if that is possible, than Common trolls and their teeth are far larger, sticking out more like tusks from their drooling mouths. They are solitary, unsociable creatures, usually found hiding from daylight in a dark cave or passage deep underground. They are exclusively carnivorous and delight in the tender flesh of humans but more often have to settle for stringy rat meat. Their favourite weapons are clubs and long knives, though their claws are just as effective. They hoard shiny items, attracted by their glitter and their lairs maybe crammed with all manner of glinting things - some valuable.

Titan Forest Giant

Adult

Large Giant

Hit Dice:	7d8+7 (38 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armour Class:	14 (-1 size, -1 Dex, +6 natural), touch 8, Flat footed 14
Base Attack / Grapple:	+5/+15
Attack:	Greatclub +11 melee (2d8+9) or slam +11 melee (1d4+6)
Full Attack:	Greatclub +11/+6 melee (2d8+9) or slam +11/+6 melee (1d4+6)
Space / Reach:	10 ft./10 ft.
Special Attacks:	None
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 22, Dex 8, Con 13, Int 5, Wis 8, Cha 7
Skills:	Listen +4, Spot +4
Feats:	Cleave, Improved bull rush, Power attack
Environment:	Temperate forests
Organization:	Solitary, gang (2-5), band (6-9 plus 1-6 young)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+3



Young

Large Giant

Hit Dice:	4d8 (18 hp)
Initiative:	-2
Speed:	20 ft. (4 squares)
Armour Class:	11 (-1 size, -2 Dex, +4 natural), touch 7, Flat footed 11
Base Attack / Grapple:	+3/+11
Attack:	Club +7 (1d8+4) or slam +7 (1d4+4)
Full Attack:	Club +7 (1d8+4) or slam +7 (1d4+4)
Space / Reach:	10 ft./10 ft.
Special Attacks:	None
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref -1, Will +0
Abilities:	Str 18, Dex 7, Con 11, Int 5, Wis 8, Cha 7
Skills:	Listen +2, Spot +3
Feats:	Cleave, Power attack
Environment:	Temperate forests
Organization:	Solitary or with adults
Challenge Rating:	2
Treasure:	None
Alignment:	Often chaotic evil
Advancement:	-
Level Adjustment:	-

Titan Forest Giants are weak relations of the more terrible Forest Giant. They dwell in the dark recesses of large forests, hiding from their larger cousins beneath the branches - the constant stooped posture of the Forest Giants has led to their stunted size. They resemble savage men, although approaching 10 feet tall were they to stand upright. They have ruddy skin, and thick dark hair and beards. They typically attire themselves

in the skins of animals and hardened mud. They loathe the other races of Titan, and will be quick to attack strangers.

Combat

In battle they simply attempt to smash the nearest enemy, having no head for tactics. If severely wounded, they may attempt to flee, but one should not underestimate their incredibly poor intelligence.

Titan Forest Giants as Characters

No Titan Forest Giant would normally consider the other beings of Titan to be anything other than enemies or food - or both. However, some Forest Giants may raise themselves above the level of their peers and become skilled to lead their fellows.

Titan Forest Giant characters possess the following Racial traits.

- +10 Strength, -2 Dexterity, +2 Constitution, -6 Intelligence, -4 Charisma.
- Large size. -1 penalty to Armour Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on Grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A Titan Forest Giant's base land speed is 30 feet (6 squares).
- Low-light vision.
- Racial Hit Dice: A Titan Forest Giant begins with seven levels of giant, which provide 7d8 Hit Dice, a Base attack bonus of +5, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.
- Racial skills: A Titan Forest Giant's giant levels give it skill points equal to 10 x (2 + Int Modifier). Its Class skills are Climb, Jump, Listen, and Spot.
- Racial feats: A Titan Forest Giant's giant levels give it three feats.
- +6 natural armour bonus.
- Weapon and Armour Proficiency: A Titan Forest Giant is automatically proficient with simple weapons, martial weapons, light and medium armour, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian.
- Level adjustment +3.

Titan Wyvern

Large Dragon

Hit Dice:	4d12+4 (30 hp)
Initiative:	-1
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armour Class:	14 (-1 size, -1 Dex, +6 natural), touch 8, Flat footed 14
Base Attack / Grapple:	+4/+11
Attack:	Bite +7 (1d8+3)
Full Attack:	Bite +7 (1d8+3)
Space / Reach:	10 ft./5 ft.





Special Attacks:	Fire breath
Special Qualities:	Darkvision 60 ft., Immunity to sleep and paralysis, Low-light vision, Scent
Saves:	Fort +5, Ref +3, Will +4
Abilities:	Str 16, Dex 9, Con 13, Int 3, Wis 10, Cha 7
Skills:	Listen +8, Spot +8
Feats:	Ability focus (fire breath), Alertness
Environment:	Temperate to warm forests and hills
Organization:	Solitary, pair, or flight (3-6)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	5-7 HD (Large); 8-12 HD (Huge)
Level Adjustment:	-

Voracious predators, Titan Wyverns are distant cousins of true dragons. They appear as slim two-legged dragons with long snouts and tails. They appear a little awkward when flying, and prefer to fight on the ground.

They are usually olive-green in colouration, with red membranous wings and eyes. Clouds of smoke and flame often surround their sizeable jaws and nostrils.

They are largely incapable of speech, being little more than animals themselves, but they can understand the Draconic tongue quite crudely.

Combat

Titan Wyverns begin an attack by breathing a stream of fire over their intended prey, and then landing to engage with their powerful jaws. They will not hesitate to use their fire breath if their prey is resisting them.

Fire Breath (Su)

30-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 15 half. The save DC is Constitution-based.

APPENDIX 2- NEW MAGIC

New Magic Items

Chair of Life Draining

Many years ago, when Darkwood Forest was in its infancy, an evil witch by the name of Gringeld hatched a plan to snare unsuspecting travellers within the forest. She paid a local forester to create a seat from the trunk of a felled tree. She then spent several days and nights casting evil incantations on the seat so that anyone who so much as touched it, would have some of their life force sucked out of them.

Gringeld would watch the seat from the safety of her hideout. If anyone sat in the seat and collapsed, she would rob the victim of anything he or she possessed and feed the corpse to the wild animals.

Anyone who touches the chair must make a Fort save (DC15) or lose 1d4 permanent Con.

Moderate necromancy; CL 8th; Craft Wondrous Item, bestow curse, enervation, Price 25,000 gp; Weight 65 lb.

Eye of Amber

This magically enchanted piece of amber, which is attached to an ornate silver chain, glows whenever an untruth is told within a 20ft. radius. The speaker of the untruth (or lie) must talk in the Common language for the magic to work.

This item was created with 10 charges; however, only 2 remain.

Strong evocation (if miracle is used); CL 20th; Craft Wondrous Item, wish or miracle; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

King Gillibran's Warhammer

The Dwarven King, Gillibran Ironhelm of Stonebridge, has a proud heritage and is the true descendant of the royal family of the lost Kingdom of Redweed. A large and powerful nation of united

Dwarves which fell to the armies of Firetop Mountain under the leadership of Zagor, Warlock of Firetop Mountain, many years ago.

Being of true noble descent, King Gillibran Ironhelm has in his possession the magical Warhammer which has been handed down through the ages to its rightful heirs. Legend has it that Redweed Dwarves saved the arch-sorcerer Yannisara during a great battle. In return for their kindness, Yannisara created the magical weapon for them. Such is the power of this Warhammer that when it is thrown at an opponent it will strike them and then magically return to the hand of the wielder. The Hammer has an ornate bronze head and an ornate ebony handle, which can be unscrewed. Both Hammer head and handle are inscribed with the letter 'G'.

The Warhammer's Powers

When wielded by the true Dwarven King (descendant of the royal family of the lost Kingdom of Redweed), the weapon functions as follows :



+4 to hit and damage bonus

Increased Throwing: The Warhammer has a range increment of 20 feet and can be thrown by a wielder proficient in its normal use.

Increased Returning: A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. The weapon will return to the wielder even if he has moved from the space from which he threw the weapon. If the character can't catch it, for whatever reason, the weapon drops to the ground at the feet of the wielder.

When wielded by any other person, the Warhammer functions as a +1 Warhammer

Moderate evocation; CL 10th; Craft Magic Arms and Armour, creator must be a Dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

New Magic Spells

Flamewall

Flamewall

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Standard action

Range: Close (25 ft. + 5 ft./2 level)

Effect: A sheet of flame 5 ft. long/ 3 levels and 10ft. high

Duration: 1 Round/level

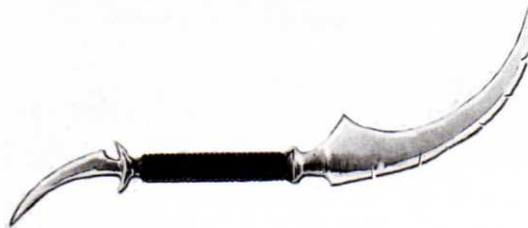
Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A stationary wall of orange fire appears at the designated location. The Flamewall must be in a straight line and cannot bend in any direction (around corners etc.)

The Flamewall deals 1d4 points of Fire damage +1 point of Fire damage per 2 caster levels (maximum +5) to any creature passing through it. The wall deals Double damage to Undead creatures.

This spell cannot be evoked to appear where a creature already stands. If you evoke the wall so that it appears where creatures are, the spell will automatically fail and nothing will happen (although the spell will be lost). If any 5-foot length of wall takes 5 points of Cold damage or more in 1 round, the entire firewall will go out (do not divide Cold damage by 4, as normal for objects).



APPENDIX 3 - CAMPAIGN PLAY

This section has been added to Forest of Doom for those DMs amongst you that wish to incorporate this scenario into your ongoing campaign, rather than play the 'quick version'.

Character Level

This adventure is designed to be played by a single character of 3rd level or a mini-party of 1-4 1st level characters. Four pre-rolled 1st level characters are provided in Appendix 4 - Characters.

Scaling the Adventure

As mentioned before, Forest of Doom is designed to be played with a single character of 3rd level or a mini-party of 1-4 1st level characters. However, it can be adjusted for higher level characters with a few modifications.

Party Levels 2 - 5

If you are planning on running this adventure with a slightly higher level party than the module has been written for, the following alterations are recommended to the DM:

Encounter 2 - Make the rogue 3rd level; Encounter 7 - Increase the amount of Fishmen (Locathah) to 4; encounter 8 - make the Witch a 4th level sorcerer; Encounter 10 - Increase Brok to a 4th level fighter; encounter 13 - increase the HD of the Stingworm to 8 (alternatively, you could place a second Stingworm); encounter 19 - Change the Black Bear to a Brown Bear; encounter 23 - increase the amount of Titan Cavetrolls to 2; encounter 28 - make both of the Wild Hill Men 3rd level fighters; encounter 29 - Double the amount of Gremlins found in each encounter; encounter 33 - Increase the amount of Cat-Folk encountered to 3; encounter 34 - increase the size of the Air Elemental to medium (7HD); encounter 37 - replace the young Titan Forest Giant with an Adult (see **Appendix 1 - New Monsters**); encounter 39 - Make all of the rogues 2nd level.



RHANA QUINN

Combat:

In order for Rhana to hit her opponent, she must do the following: Roll a d20 and add her Combat Modifier for the weapon she is using (+1 for her Quarterstaff). If the result is equal to or greater than her opponents Armour Class (AC), then she has hit. Rhana then rolls her damage for the weapon she is using (1d6+1 for her Quarterstaff). If a monster's roll to hit is equal to or greater than Rhana's AC, then the monster has scored a hit and Rhana loses hit points (hp). When Rhana's hp reaches 0, she is unconscious. If they reach -10, she is dead.

Skills:

Rhana has a number of skills that she can use during the course of this adventure. In order for Rhana to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a d20 while adding the skill Modifier. An example of this would be that Rhana is listening at a door. In order to hear the conversation on the other side she must make a skill (Listen) check (DC15). She rolls a d20 and adds the Listen Modifier (+5).

Balance- Use this skill when you need to keep your balance on a ledge etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Concentrate- Use this skill when you need to focus your mind or cast a spell in combat.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or sink away without being heard.

Search- You can find simple traps, hidden doors, and other details not readily apparent.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim- You can swim.

Feats

Feats are features that either give Rhana special capabilities or improve ones that she already has. Listed below are Rhana's feats and a brief description of each one:

Combat casting: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like Ability while on the defensive or while you are grappling or pinned.

Racial abilities:

Low-light vision - Half Elves can see twice as far as Humans in starlight, moonlight and similar conditions.

Immune to magical sleep - Half Elves are immune to magical induced sleep.

+2 save against enchantment - Half Elves gain a +2 bonus against Enchantment spells or effects.

Potions:

The Potion of Fortune will restore 1d4+3 Luck points. The Potion of Cure Light Wounds will heal 1d8+1 hit points each.

Familiar:

Rhana has a magically summoned creature called a Familiar. His name is Milano and he is a rat. Milano and Rhana can communicate empathically up to a range of one mile or they can talk to each other.

DEKION STROM

Combat:

In order for Dekion to hit his opponent, he must do the following: Roll a d20 and add his Combat Modifier for the weapon he is using (+6 for his Scimitar). If the result is equal to or greater than his opponents Armour Class (AC), then he has hit. Dekion then rolls his damage for the weapon he is using (1d6+4 for his Scimitar). If a monster's roll to hit is equal to or greater than Dekion's AC, then the monster has scored a hit and Dekion loses hit points (hp). When Dekion's hp reaches 0, he is unconscious. If they reach -10, he is dead.

Skills:

Dekion has a number of skills that he can use during the course of this adventure. In order for Dekion to succeed at a skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a d20 while adding the skill Modifier. An example of this would be that Dekion is listening at a door. In order to hear the conversation on the other side he must make a skill (Listen) check (DC15). He rolls a d20 and adds the Listen Modifier (+2).

Note that some of Dekion's skills have a slash separating two figures (i.e. Climb +8/+4). The first number given is Dekion's modifier without his Armour penalty (-2 for his Chain shirt and -2 for his Heavy Steel Shield).

Balance- Use this skill when you need to keep your balance on a ledge etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or sink away without being heard.

Search- You can find simple traps, hidden doors, and other details not readily apparent.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim- You can swim.

Feats:

Are features that give Dekion special capabilities, or improve ones that he already has. Listed below are Dekion's feats and a brief description of each one:

Dodge - During the Dekion's action, he designates an opponent and receives a +1 Dodge bonus to Armour Class against attacks from that opponent.

Power attack - On Dekion's action, before making attack rolls for a round, he may choose to subtract a number from all melee attack rolls and add the same number to all Melee damage rolls. This number may not exceed the character's base Attack bonus (+9).

Weapon focus (Scimitar)- Dekion is especially good with the Scimitar. He adds +1 to his attack roll with this weapon.

Potions:

The Potion of Fortune will restore 1d4+3 Luck points. The Potion of Cure Light Wounds will heal 1d8+1 hit points each.

DEKION STROM

HIT POINTS

12

LUCK

13

Name: Dekion Strom
Size: Medium (6ft. 2in tall)
Race / Sex: Human / Male
Class / Level: Fighter / 1
Hit Dice: 1d10+2 (hp 12)
Initiative: +2 (+2 Dex)
Speed: 30ft. (6 squares)

Armour Class: 18 (+2 Dex, Chain shirt and Heavy Steel Shield) touch 12,
Flat footed 16

Attack: +6 melee (Scimitar 1d6+4 18-20/x2) or +3 ranged (Light Crossbow 1d8 19-20/x2)
Full attack: +6 melee (Scimitar 1d6+4 18-20/x2) or +3 ranged (Light Crossbow 1d8 19-20/x2)

Saves: Fort +4, Reflex +2, Will +1

Abilities: Str 18 (+4), Dex 15 (+2), Con 15 (+2), Int 14 (+2), Wis 12 (+1), Chr 11 (+0) Luck 13 (+1)

Skills: Balance +2/-2, Climb +8/+4, Hide +2/-2, Jump +8/+2, Listen +2, Move silently +2/-2, Search +2, Spot +2, Swim +8 / 0

Feats: Dodge, Power attack, Weapon focus (Scimitar),

Equipment: Scimitar (4lbs), Light Crossbow (4lbs), 10 Bolts (1lb total), chain shirt (25 lbs), Heavy Steel Shield (15lbs), Backpack (2lbs): Rations for four days (2lbs total), Potion of Good Fortune and Potion of Cure Light Wounds.

Encumbrance: Light load carried (weight carried 53 lbs)

Languages: Common, Elven, Goblin



NOTES

RHANA QUINN

HIT POINTS

7

LUCK

14

Name: Rhana Quinn
Race / Sex: Half-elf / Female
Class / Level: Sorcerer / 1
Hit Dice: 1d4+3 (hp 7)
Initiative: -2 (+2 Dex)
Speed: 30ft. (6 squares)
Armour Class: 12 (+2 Dex) touch 12, Flat footed 10

Attack: +1 melee (Quarterstaff 1d6+1 20x2) or +1 melee (Dagger 1d4+1 19-20/x2) or +2 ranged (Dagger 1d4+1 19-20/x2)
Full attack: +1 melee (Quarterstaff 1d6+1 20x2) or +1 melee (Dagger 1d4+1 19-20/x2) or +2 ranged (Dagger 1d4+1 19-20/x2)

Special Qualities: Low-light vision, half-elf traits

Saves: Fort +5, Reflex +2, Will +4

Abilities: Str 13 (+1), Dex 14 (+2), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Chr 16 (+3) Luck 14 (+2)

Skills: Balance +2, Climb +1, Concentration +7, Hide +2, Jump +1, Listen +5, Move silently +2, Search +3, Spellcraft +6, Spot +5, Swim +1

Feats: Combat casting,

Spells: Spells castable per day (5/4): base DC = 13+ spell level:
0 level- Detect Magic, Detect Poison, Disrupt Undead, Mage Hand, 1st level- Mage Armour, Magic Missile

Equipment: Quarterstaff (4lb), Dagger in Belt Scabbard (2lb), Sorcerer's Robes (2lbs), Backpack (2lbs), Rations for four days (2lbs total), Potion of Good Fortune and Potion of Cure Light Wounds

Encumbrance: Light load carried (weight carried 13lbs)

Languages: Common, Elven, Orc, Dwarven



MILANO, RHANA'S FAMILIAR

HIT POINTS

3

Name: Milano
Race: Rat (tiny animal)
HD: 1 (3 hit points)
AC: 15 (+2 size, +2 Dex, +1 Natural) touch 14, Flat footed 13
Attack: Bite +4 melee (Bite 1d3 -4 20/x2)
Full attack: Bite +4 melee (Bite 1d3 -4 20/x2)
Saves: Fort +2, Reflex +4, Will +3
Abilities: Str 2, Dex 15, Con 10, Int 6, Wis 12, Chr 2
Special: Improved evasion, Share spells, Empathic link, Weapon finesse, Low-light vision, Scent, Balance +10, Climb +10, Hide +14, Listen +1, Move silently +10, Spot +1

SARION JAX

Combat:

In order for Sarian to hit his opponent, he must do the following: Roll a d20 and add his Combat Modifier for the weapon he is using (+1 for his Shortsword). If the result is equal to or greater than his opponent's Armour Class (AC), then he has hit. Sarian then rolls his damage for the weapon he is using (Swordsword 1d6+1).

If a monster's roll to hit is equal to or greater than Sarian's AC, then the monster has scored a hit and Sarian loses hit points (hp).

When Sarian's hp reaches 0, he is unconscious. If it reaches -10, he is dead.

Skills:

Sarian has a number of skills that he can use during the course of this adventure. In order for Sarian to succeed at a Skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a d20 while adding the skill Modifier. An example of this would be that Sarian is listening at a door. In order to hear the conversation on the other side he must make a skill (Listen) check (DC15). He rolls a d20 and adds his Listen Modifier (+7).

Balance: Use this skill when you need to keep your balance on a rocking boat etc.

Climb: Use this skill to climb the tallest mountain or descend the deepest pit.

Disable device: Use this skill to disable traps both mechanical and magical.

Hide: Use this skill to sink into the shadows and remain unseen.

Jump: Use this skill to leap over pits, vault low fences or leap onto tables.

Listen: Use this skill to hear approaching enemies or to listen at doors.

Move silently: You can sneak up on an enemy, or slink away without being heard.

Open lock: Sarian can open locks with the aid of lock picks.

Sleight of hand: Sarian can steal from people without them knowing.

Search: You can find simple traps, hidden doors, and other details not readily apparent.

Spot: Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Tumble: Sarian can use his acrobatics to avoid combat.

Swim: You can swim.

Feats:

These are features that give Sarian special capabilities, or improve ones that he already has. Listed below are Sarian's feats and a brief description of each one.

Dodge: Sarian is adept at dodging blows. Designate an opponent and receive a +1 bonus to AC against attacks from that opponent.

Improved initiative: +4 to initiative roll.

Sneak attack: If Sarian catches his opponents Flat footed he gains Additional damage (+1d6)

Potions:

The Potion of Fortune will restore 1d4+3 Luck points. The Potions of Cure Light Wounds will heal 1d8+1 hit points.

ELLION GARAAK

Combat:

In order for Ellion to hit her opponent, she must do the following: Roll a d20 and add her Combat Modifier for the weapon she is using (+4 for her Heavy Mace). If the result is equal to or greater than her opponents Armour Class (AC), then she has hit. Ellion then rolls her damage for the weapon she is using (1d8+4 Heavy Mace).

If a monster's roll to hit is equal to or greater than Ellion's AC, then the monster has scored a hit and Ellion loses hit points (hp).

When Ellion's hp's reach 0, she is unconscious. If they reach -10, she is dead.

Skills:

Ellion has a number of skills that she can use during the course of this adventure. In order for Ellion to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a d20 while adding the skill Modifier. An example of this would be that Ellion is listening at a door. In order to hear the conversation on the other side she must make a skill (Listen) check (DC15). She rolls a d20 and adds her Listen Modifier (+3).

Note that some of Ellion's skills have a slash separating two figures (i.e. Climb +5/+1).

Heavy Steel Shield and **-2** for her Chain shirt).

Balance: Use this skill when you need to keep your balance on a ledge etc.

Climb: Use this skill to climb the tallest mountain or descend the deepest pit.

Concentrate: Use this skill when you need to focus your mind or cast a spell in combat.

Hide: Use this skill to sink into the shadows and remain unseen.

Jump: Use this skill to leap over pits, vault low fences or leap onto tables.

Listen: Use this skill to hear approaching enemies or to listen at doors.

Move silently: You can sneak up on an enemy, or slink away without being heard.

Search: You can find simple traps, hidden doors, and other details not readily apparent.

Spellcraft: You can identify a spell being cast or a spell effect.

Spot: Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim: You can swim.

Feats:

Are features that give Ellion special capabilities, or improve ones that she already has. Listed below are Ellion's feats and a brief description of each one.

Weapon focus (Heavy Mace): Ellion is especially good with the Heavy Mace. She adds +1 to her attack roll with this weapon.

Turn Undead: Ellion can turn Undead as a supernatural Ability.

Spells: Ellion worships the Deity Sindla. Her God grants her the use of spells.

Spells per day are: 0 level- 3; 1st level- 2+1. Her domains are: Good (all good spells are cast at +1 level) and Luck (use good fortune once a day and re-roll a dice roll you just made) - see PHB Chapter 11 for a list of Clerical Domain spells

Spells: Ellion will typically revise the following spells per day: 0 level - Create Water, Detect Magic, Detect Poison. 1st level - Protection from Evil (Good Domain spell), Command and Doom.

Spontaneous casting- Ellion can channel any spell revised into a Cure spell (not Domain spells).

Potions:

The Potion of Fortune will restore 1d4+3 Luck points. The Potion of Cure Light Wounds will heal 1d8+1 hit points.

ELLION GARAAK

Name Ellion Gararak
Race / Sex Half-Orc / Female
Class / Level Cleric / 1
Hit Dice 1d8+0 (hp 8)
Initiative +0
Speed 30ft. (6 squares)

HIT POINTS

8

LUCK

16

Armour Class 16 (Chain shirt and Heavy Steel Shield) touch 10, Flat footed 16

Attack +4 melee (Heavy Mace 1d8+4 20/x2) or +0 ranged (Light Crossbow 1d8)
Full attack +4 melee (Heavy Mace 1d8+4 20/x2) or +0 ranged (Light Crossbow 1d8)

Special Qualities Darkvision 60 ft., half-Orc (Man-Orc) traits

Saves Fort +2, Reflex +0, Will +4

Abilities Str 19 (+4), Dex 10 (+0), Con 11 (+0), Int 12 (+1), Wis 14 (+2), Chr 9 (-1)
Luck 16 (+3)

Skills Balance 0/-4, Climb +4/+0, Concentrate +4, Heal +6, Hide +0/-4, Jump +0/-4, Knowledge (Religion) +1, Listen +3, Move silently +0/-4, Search +2, Spellcraft +1, Spot +2, Swim +4/-4

Feats Extra Turning

Class Feats Turn Undead, Spells, Spontaneous casting

Equipment Heavy Mace (12 lbs), Light Crossbow (6 lbs) 10 bolts (1lb total) Chain shirt (25lbs), Heavy Steel Shield (15lbs), Backpack (2lbs): Rations for four days (2lbs total), Holy Symbol, Potion of Good Fortune and a Potion of Cure Light Wounds.

Encumbrance Light load carried (weight carried 58 lbs)
Languages Common, Giant, Orc

Deity Sindla (Titan Goddess of Luck)
Domains Luck and Good



NOTES

SARION JAX

Name Sarion Jax
Size Medium (5ft. 10 inches)
Race / Sex Human / Male
Class / Level Rogue / 1
Hit Dice 1d6+1 (hp 7)
Initiative +8
Speed 30ft. (6 squares)

HIT POINTS

7

LUCK

16

Armour Class 16 (Leather Armour, +4 Dex) touch 14, Flat footed 12

Attack +1 Melee (Shortsword 1d6+1 19-20/x2) or +4 ranged (Shortbow 1d6 20/x3) or +1 melee (Dagger 1d4+1 19-20/x2) or +4 ranged (Dagger 1d4+1 19-20/x2)

Full Attack +1 Melee (Shortsword 1d6+1 19-20/x2) or +4 ranged (Shortbow 1d6 20/x3) or +1 melee (Dagger 1d4+1 19-20/x2) or +4 ranged (Dagger 1d4+1 19-20/x2)

SA Sneak attack +1d6

Saves Fort +1, Ref +6, Will +3

Abilities Str 13 (+1), Dex 18 (+4), Con 13 (+1), Int 15(+2), Wis 17 (+3), Cha 10 (+0), Luck 16 (+3)

Skills Balance +8, Bluff +4, Climb +5, Disable device +6, Hide +6, Jump +3, Listen +7, Move silently +8, Open lock +8, Sleight of hand +4, Search +4, Spot +3, Tumble +6, Swim +3

Feats Dodge, Improved initiative
Class Feats Sneak attack (+1d6), Trap finding,

Equipment Shortsword (3lbs), Shortbow (2lbs), 20 Arrows in Quiver (3lbs), Dagger (1lb), and Leather Armour (15), Backpack (2lbs): Thieves' Tools (1lb), Potion of Good Fortune, Potion of Cure Light Wounds.

Encumbrance Total weight 29lbs (light encumbrance)
Languages Common, Orc and Giant



NOTES

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